

COMMAND & CONQUER™

RED ALERT™ 3

OFFICIAL GAME GUIDE

For the PC and Xbox 360®



Prima is an authorized
Electronic Arts licensee.

BASED ON A GAME TEEN
RATED BY THE
ESRB



Protected by copyright. Unauthorized or unlawful copying or downloading is prohibited.

COMMAND & CONQUER™ RED ALERT™ 3

PRIMA Official Game Guide

Written by

Stephen Stratton

Prima Games

An Imprint of Random House, Inc.

3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2008 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is an imprint of Random House, Inc.

Product Manager: Jason Wigle
Editor: Shaida Boroumand
Digital Product Manager: Lex Scheuble
Design & Layout: Calibre Grafix
Manufacturing: Stephanie Sanchez

© 2008 Electronic Arts Inc. EA, the EA logo, Command & Conquer and Red Alert are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All other trademarks are the property of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 9780761560319
Printed in the United States of America

Contents

Introduction	2
Factions	14
Unit Types and Comparisons	14
Soviets	21
Allies	35
Empire of the Rising Sun	50
Neutral Structures and Objects	64
Soviet Campaign	66
Allied Campaign	102
Imperial Campaign	132
Multiplayer	162
Appendices	177
Faction Comparison Charts	177
Xbox 360 Achievements	192

About the Author

Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include Resident Evil 4: Wii Edition, Mercenaries: Playground of Destruction, Mass Effect, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.



Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with ComputeC Media and managed the strategy section of their incite.com video game website.

We want to hear from you! E-mail comments and feedback to sstratton@primagames.com.

INTRODUCTION

Thank you for purchasing Prima's Official Game Guide to *Command & Conquer: Red Alert 3*. No effort has been spared in filling this book with advanced tactics and combat strategies known only to the most seasoned of battlefield commanders. Whether you're a casual real-time strategy player looking to improve your game or a decorated *Command & Conquer* veteran, this guide reveals everything you need to crush your enemies and claim ultimate victory on the field.

★ Conquering the Controls ★

No matter how much you know about your faction's units and structures or how many brutal multiplayer tactics you've studied, you'll get trounced on the battlefield if you're unable to conduct business with speed and confidence. A commander's ability to issue precise orders without hesitation is perhaps the single most important element in determining his or her success, because the longer it takes you to manipulate your forces and react to your rival's moves, the easier a target you become. Things happen fast out there on the field, and learning to master the control scheme is the first step toward victory.

Viewpoint Controls (PC)



Let's start with the basics: controlling your view of the battlefield. Roll your mouse wheel up and down to zoom your view in and out. Click and

hold the mouse wheel, then move the mouse to rotate your view of the battlefield—this can help you spot objects obscured behind structures and the like. Press **5** to reset the camera to the default viewpoint.

Panning your view of the battlefield is important; this skill often separates the rookies from the pros. One way is to simply move your mouse cursor to the screen's edge, but this is slow and takes your cursor away from the center-screen action. You could also use the arrow keys on your keyboard, but this needlessly occupies your keyboard hand, making it tougher to access other important controls. The preferred method is to click and hold the right mouse button, then move the mouse. The camera pans about accordingly.



You can adjust the speed at which the camera pans through the Options menu. The faster the better, but make sure you're comfortable with the speed.

Panning the camera is great most of the time, but when conducting business across the whole battlefield, there are much faster ways to move your view. For starters,

click any spot on your radar to instantly snap your view to that location on the map. If you receive a vocal alert, press **Spacebar** to instantly move your viewpoint to the relevant location. If you want to return your attention to your base, simply press **H** to instantly center your view on your primary construction yard.

Assigning viewpoint bookmarks is a great way to keep tabs on important regions of a map, such as your outposts or any neutral tech structures you've captured. Press **Control + J, K, L, or ;** to bookmark your current view to that key. Now you can instantly return your view to that area of the battlefield by pressing the same key again at any time.



Viewpoint Controls (360)



On the Xbox 360, your viewpoint controls are tied to the analog sticks. Use the left stick to rotate your view and zoom. Use the right stick to pan your view around the battlefield. The harder you press the sticks, the faster the camera reacts.



To return your attention to your base, click the left analog stick to instantly center your view on your primary construction yard. If you receive a vocal alert, press **Y** to instantly move your viewpoint to the relevant location. If you've selected a building or unit and then panned away from it, press **X** to instantly center the view back on it.

When you need to quickly move your viewpoint to a remote segment of the battlefield and the above methods won't suffice, press and hold **T** to enter Radar mode. While viewing the radar in this manner, moving the right analog stick pans the camera much faster than normal.



Selecting and Grouping Units (PC)



Controlling your forces with speed and accuracy is just as important as manipulating your viewpoint. Let's begin with basic unit selection: click on any unit to select it.

The unit's Health bar and veterancy rank then appear onscreen above the unit, and the Unit Info panel pops up in the screen's lower-left corner. (See the following "User Interface" section for details on these items.)

Double-click a unit to quickly select all units of the same type within your current view. Or simply click and hold the left mouse button, then drag your mouse to draw a selection box around your units, selecting a large group of mixed units all at once.



You may also press **Q** to instantly select all units on the battlefield, or press **W** to select all units of the same type in your current view.

It's wise to assign your units to groups. This helps you quickly select the appropriate types of units during the heat of battle, enabling you to efficiently coordinate your attacks. Once you've selected a group of units, press **Control** + **0** through **9** to assign those units to a group. Now you can quickly call up that same group of units again at any time by pressing the appropriate number key. Press the key twice in rapid succession to instantly center your view on the group, or press **Alt** and a number key to shift your view to the corresponding group without actually selecting the units.



To assemble choice groups of mixed units, hold **Shift** and click each unit you wish to group, then use **Control** + **0** through **9** to group them.

Selecting and Grouping Units (360)



Grouping units is a bit different on the Xbox 360, but the basic principles still apply. Center your view on any unit or structure and press **A** to select it.

Double-tap **A** to select all units of the same type within your current view.

The following table details other methods of unit selection on the 360:

Selecting and Deselecting Multiple Units	
Desired Selection	Technique
Manually select multiple units	Press and hold A . When your cursor changes to a rectangle, drag it across all the units you wish to select.
Add multiple units to current selection	Press and hold LB+A , then drag your cursor over the desired units.
Add an individual unit to your current selection	LB+A while holding your cursor over the desired unit
Add all units of a specific type within view to your current selection	LB+A, A
Select all units onscreen	X
Select all units in entire army (onscreen and off)	LB+A, A
Deselect individual unit	LB+B
Deselect all units	B

Once you're happy with your selection, assign your units to a group so that you may quickly select them all again at any time. To assign units to a group, press and hold **LB+X** for a moment, until you see a number appear above each of your selected units. This number indicates the group that the units have been assigned to. You may create multiple groups in this fashion; quickly press the same command, **LB+X**, to cycle through your unit groups.



You may assign individual units to solo groups as well; the process is exactly the same. This is a handy way to keep tabs on high-value or mission-critical units, such as commandos.

Moving Units (PC)



Moving your units about the battlefield with speed, confidence, and grace is another vital skill for all commanders to master. Begin with the basics:

right-click on any portion of the terrain and your selected forces will immediately head to the targeted destination. If you want your troops to follow a certain route—to circumvent hostile base defenses, for example—assign waypoints by holding **Alt** as you right-click. A dynamic line appears on the map, illustrating the route the units will follow.



Your forces begin to move the moment you set down the first waypoint. If you'd rather plot out the entire route before they head out, hold down **Control** + **Z** instead of **Alt** to enter Planning mode, then right-click as normal.



Issued a move order by mistake? Press **S** to halt your currently selected units.

You can also assign your units to patrol cycles. This is a good way to defend an important site or wide perimeter. Simply press and hold **Alt** or **Control** + **Z** to enter Waypoint or Planning mode, then create a route in the form of a closed geometric shape, such as a triangle or square. Your units will then indefinitely follow the patrol route you've set.



You can quickly order your troops to march long distances without changing your view; simply select the units and then right-click on the desired region on the radar.



Reverse

Move is another important command to become familiar with. Press **D** and then right-click anywhere on the battlefield to make your selected vehicle unit(s) move there in reverse. This is especially important when retreating damaged vehicles from combat, as all armored units suffer an additional 50 percent damage when attacked from behind.

Then there's Crush Move (**G**), which orders units to head to a specific location, regardless of whether or not the site is occupied by other units. This is handy when you want to send your vehicles rolling over exposed infantry.

Finally, Formation Preview allows you to line up your units in a uniform formation. Select your units, then right-click on any portion of the battlefield—but don't release the right mouse button. Instead, click and hold the left mouse button, holding down both buttons to enter Formation Preview mode. A "ghost" image of your selected vehicles appears; drag your mouse around to alter the formation and the direction in which the vehicles face. Release both mouse buttons to accept your decision; the units will move to form up.



Formation Preview lets you adjust the direction your units will face. Facing the proper direction is particularly useful for vehicles, since their armor is weaker in the rear.



If you do not use Formation Preview, your units will typically cluster around their destination in a rough circle, facing in no particular direction. Sometimes this is perfectly acceptable; other times, when the direction the units face is important, use Formation Preview.

Moving Units (360)

Press **A** on any portion of the terrain and your selected forces will immediately head there. Utilize Formation Preview by pressing and holding **A**, then manipulating the left analog stick. Assign waypoints by holding **B** as you press **A**. If you have moving units selected but can't remember where they're going, press and hold **B**. Movement lines appear, showing you the exact path your units are trying to take. The following table details additional movement-related commands on the 360:

Advanced Movement Commands (360)

Command	Buttons
Reverse Move	(RB)+A
Crush Move	(RB+A, A

Attacking (PC)



Once you've mastered the fine arts of viewpoint manipulation, unit selection, and unit grouping, conducting battle becomes a simple matter. By default, your

forces will automatically attack any hostile force or structure within their line of sight, and your units are quite good at picking out ideal candidates for their particular brand of weaponry. However, it's often beneficial to designate specific targets for your units, concentrating their fire on appropriate foes to quickly destroy each threat in turn. To attack a specific target, select your forces, then right-click on any hostile unit or structure to issue the attack order.



Your cursor changes to a red reticule when you mouse over a hostile unit. This is an easy way to tell friend from foe.

The Attack Move command makes your troops pause and fire on any hostiles they encounter en route to the designated location. This

can be helpful when assaulting a rival's base or outpost, preventing your units from venturing too far into the base until they've dealt with perimeter defenses. Press **A** before right-clicking to issue an Attack Move order.



Why assault your enemies alone when you can ask your co-commander for assistance? Check out the following "Co-Commander Orders" section for details.

On the other hand, if you want your units to quickly breach a base's perimeter or move to a certain destination, just right-click to issue a standard Move order. Your forces will travel directly toward the designated spot, firing on nearby threats as they go (assuming they're able to track targets and fire while moving).



The Force Attack command is useful in a variety of situations as well. Press and hold **[Control]** and then right-click to order your selected forces to

Force Attack a specific object, be it friend, foe, or neutral. Force Attack can help you destroy neutral structures that your enemies are moving to capture or garrison.

Finally, you can alter the aggressive behavior of your combat units through various stance commands. Changing unit stances can be quite helpful in a variety of scenarios; for example, setting a unit to Hold Fire stance can aid in its infiltration of an enemy base, while Aggressive stance ensures your forces will leave no part of that base intact. The following table details the various stances, describing how each one causes your forces to act:

Unit Stances			
Stance Name	Command Key	Description	Notes
Hold Fire stance	[Alt] + [G]	Units will not attack or chase after hostiles, even if provoked, unless specifically ordered to do so	Useful for base infiltration and surprise attack setups
Hold Ground stance	[Alt] + [D]	Units will attack hostiles within their line of sight but won't chase after them	Useful for keeping vehicles near war factories/warp spheres
Guard stance	[Alt] + [S]	Units will attack hostiles within their line of sight and chase after them a bit, returning to position afterward	Default stance; useful for defending a small area
Aggressive stance	[Alt] + [A]	Units will aggressively pursue hostiles across the battlefield	Useful for base assaults, as units will target structures and the like

Attacking (360)

Your forces will automatically attack nearby hostiles by default, but you may also tell them to attack specific

targets by pressing **A** on any hostile unit or structure. When moving your units about, press **A** twice on the battlefield to give an Attack Move order—this ensures your selected units will pause to fire on any foes that cross their path (rather than heading straight for their destination). If you hold **A** the second time you press it, your units will Assault Move to their destination, firing on hostile structures and units.



Attack Move orders are usually preferred, but there are times when you don't want to issue one: for example, if your troops need to reach the destination quickly and cannot afford to get bogged down along the way. (Or, when your troops are outnumbered and will be massacred if they stop to fight.) Use discretion when moving your units.

When you have units selected, hold **RT** and select the Stance icon (a shield) on the radial Command menu to change their combat stance. Your options are the same as the ones detailed in the previous "Unit Stances" table.

Red Alert 3 features a robust user interface (UI) that's loaded with tools to help you dominate the battlefield with minimum fuss. Knowing how to interact with the UI is just as important as mastering the game's intricate control scheme, so let's go over everything you'll see on your screen during play.

★ User Interface (PC) ★





1. Unit/structure health and progress bars; veterancy rank
[Shift+Spacebar]
2. Tool tip
3. Energy meter
4. Sell mode icon [Z]
5. Repair mode icon [C]
6. Mission menu [Esc]
7. Radar
8. Ore reserves
9. Unit/structure production tabs
 - Production Structure tab [Esc] Support Structure tab [R]
 - Infantry tab [T]
 - Vehicle tab [Y]
 - Aircraft tab [U]
 - Navy tab [I]
10. Production subtabs [Tab] to cycle
11. Sidebar slots [F1] through [F10]
12. Unit/structure info panel
13. Unit ability [F]
14. Unit commands & info
 - Force Attack [Control]
 - Attack Move [A]
 - Reverse Move [D]
 - "About this unit"
15. Movement & stance icons (slide-out tab)
 - Waypoint mode [Alt]
 - Planning mode [Control]+[Z]
 - Crush Move [G]
 - Stop [S]
 - Aggressive stance [Alt]+[A]
 - Guard stance [Alt]+[S]
 - Hold Ground stance [Alt]+[D]
 - Hold Fire stance [Alt]+[G]
16. Top-Secret Protocols [□]
17. Threat meter
18. Support Power icons
19. Co-Commander Orders



In *Command & Conquer*, you can mold the entire UI to suit your own unique play style. Highlight “Options” at the Main menu and select “Settings,” then choose the “Hotkeys” tab and have at it.

Health Bars and Veterancy Ranks



Keeping an eye on the health and status of your units and structures is absolutely critical—ignoring these often leads to costly losses. Each time you

select a unit or structure, its Health bar appears onscreen just above it; the larger the bar, the healthier the unit. Some units and structures also feature Progress bars below their Health bars. These bars fill with blue as the unit/structure works at completing certain tasks (such as harvesting resources and constructing new units).



Press and hold Shift+Spacebar to call up Health bars and veterancy info for all units and structures in your current view. This is a fantastic way to keep tabs on your forces during a heated battle.

The small logos that appear next to each unit’s Health bar denote their current veterancy rank. There are three levels of veterancy:

Veteran: The first veterancy rank. The unit gains a 25 percent bonus to damage.

Elite: The second veterancy rank. The unit gains a 25 percent bonus to health (in addition to its 25 percent damage bonus).

Heroic: The third veterancy rank. In addition to the above bonuses, the unit also gains a 25 percent bonus to attack range, vision, and shroud-clearing, a 20 percent bonus to its rate of fire, and it becomes three times more difficult to suppress (if it’s an infantry unit). Furthermore, Heroic-rank units slowly regenerate health over time (2 points per second for infantry; 6 points per second for everything else). Watch out for these menacing warriors!



If there’s no veterancy logo near a unit’s Health bar, then the unit has no veterancy and simply functions as normal.

It pays to keep your units alive and fighting; Heroic-rank units are extremely powerful and can turn the tide of any battle. Make good use of defensive abilities and repair structures such as war factories, doing your best to keep your units from the scrap yard.



Heroic units' attacks sport red tracers—an easy way to tell them apart.

Earning Veterancy

Units earn Veterancy points as they defeat hostiles and raze enemy structures. If multiple units are firing on the same target, the Veterancy points go only to the unit that deals the final blow. In order to advance to the next veterancy rank, a unit must earn enough Veterancy points to pay for itself (its base cost, that is) three times over. For example, a Soviet Conscript, which costs 100 funds to produce, must earn 300 Veterancy points to reach Veteran rank, 600 to hit Elite, and 900 to become Heroic.

After destroying an enemy unit, the victor is awarded Veterancy points equal to the defeated unit's base cost times its veterancy rank plus one. For example, after defeating a normal Allied javelin soldier, a unit would gain 400 Veterancy points. But if that javelin soldier was Elite, the unit would gain 1,200 Veterancy points ($400 \times 2 + 1 = 1,200$).

After destroying a structure, the victor is awarded Veterancy points based off the structure's size (refer to the "Factions" chapter to learn each structures' size designation):

Small structures award 500 Veterancy points.

Medium structures award 1,500 Veterancy points.

Large structures award 4,500 Veterancy points.

Huge structures award 10,000 Veterancy points.

In addition, know that each commander's Threat meter has a significant impact on their unit's veterancy. Your units will gain 50 percent more Veterancy points when your Threat meter is in the orange (about half full) and 100 percent more (double the points) when the meter's totally full and in the red. See the "Threat Meter" section for more.

Finally, units can instantly earn veterancy ranks simply by nabbing special veterancy crates they may find strewn about some battlefields. Each veterancy crate adds one rank to all nearby units, so gather your forces before snatching them up.



Tool Tips



Tool tips are informative windows that appear when you move your cursor over various UI items and environmental objects. They're designed to

quickly provide you with the most pertinent info on any item you hang your cursor over. Note that tool tips will change depending on the current situation. For example, if building a certain structure will cause a power shortage at your base, the Power icon in the structure's Tool Tip window flashes red to warn you.

Energy Meter

The Energy meter lets you know how much energy your base is producing and consuming. The meter is green when you've got enough power and turns red when you're exceeding the available supply. The sliding marker represents your current energy demand; mouse over the Energy meter for a tool tip that reveals the hard numbers on your base's power usage.



Most structures require energy, but not units. Construct power plants as your base grows to increase your energy supply.

Effects of Losing Power

Whenever you construct too many buildings without enough power plants to supply them all with energy, you start running into problems. The first things to go are your base defenses; all of your turrets instantly shut down when you exceed your available power. Tech-advancement buildings shut down next, followed by unit-production facilities. This order is fortunate, because unit production is still possible even with a reduced power supply—however, it will take longer to train new units. (Your unit's tool tips change to show how long it'll take to train them under low energy.)





Building additional power plants in a timely manner keeps your base's facilities up and running, so make sure to do so.

Sell and Repair Modes



The icons beneath the radar help you manage your base in a variety of ways:

Sell mode (Z) lets you sell off structures you've built for a bit of fast cash—you gain half of the building's construction cost (less if it's damaged). This is handy if you've invested heavily into base defenses that you no longer need.

Repair mode (C) lets you spend resources to fix structures that have sustained damage from enemy incursions. It takes time to repair your structures, so keep an eye on them—particularly your defense turrets—and be quick to react when they fall under fire.



Engineer units can be sacrificed to instantly repair badly damaged structures—simply order the engineer into contact with the structure you wish to fix.

Mission Menu



Click the Mission Menu icon, located beneath the radar (or simply press [esc]), to call up the Mission menu during Campaign play (or to call up the Player Status

menu during multiplayer matches). These menus allow you to review a variety of information pertaining to the current game, such as mission objectives, player voice settings, and so on.



Pressing [esc] pauses the game during Campaign mode but not during a multiplayer match.

Radar

Your radar takes up your screen's upper-right corner, providing a top-down view of the battlefield. Lighter sections of the radar indicate regions of the map that are within your forces' view; everything that occurs on the battlefield in these areas is also shown on the radar in real-time via icons. Dark sections of the radar indicate "shrouded" regions of the map that are outside your forces' view; you've no way of telling what's occurring in those areas unless you send out a scout or the like. The portion of the battlefield that's within your current view is represented on the radar by a large trapezoid that moves as you pan your view around.

Ore mines appear on the radar as special gray circles.

Captureable structures are shown as unique gray rectangles.

Units and structures are shown as colored "blips"; the coloring matches the designated color of each force.

Commandos are shown as color-coded skulls, as they're especially dangerous.



If an enemy infiltrates your construction yard, you will not only lose this vital structure, your radar will also go dark.



Battlefield shroud remains cleared for quite a while in *Red Alert 3*, making it very beneficial to send scouts all about.

Ore Reserves



Your current funds are shown in numerical value just beneath the radar. This number decreases as you devote resources to building new units and structures, repairing damaged structures, and using certain abilities and support powers. Harvesting ore is the primary way to acquire fresh funds, making resource-gathering units and ore refineries the building blocks of every army.

Pressing [esc] pauses the game during Campaign mode but not during a multiplayer match.



You can also acquire funds by using Sell mode (Z) to sell off buildings you've constructed and by moving your units into money crates to collect them. Funds may be automatically deposited into your reserves at certain moments during Campaign missions as well.

Production Tabs

The various tabs located farther below the radar allow you to quickly access your available production options. These include production structures (E) and support structures (R), along with infantry (T), vehicles (Y), aircraft (U), and navy (I)—assuming you've constructed the appropriate unit-production facilities. Click on any of these tabs (or simply press the associated hotkeys) to access your production options from anywhere on the battlefield. This enables you to easily manage your assembly of units and structures while conducting business elsewhere on the battlefield.



Double-click any production tab (or double-tap its hotkey) to instantly snap your view to the associated production structure.

Production Subtabs

The tabs that lie beneath the Production tabs are appropriately called Production subtabs. These tabs are really only relevant when you have access to two or more construction queues for the same general type of unit or structure. For example, if you've built two barracks, you can train Soviet infantry units from two different sources. You would then be able to use the Production subtabs to switch between both barracks, queuing up units at each one without having to return your attention to base to select the barracks manually.



You can use hotkeys to quickly cycle through your production subtabs as well. Press Tab to cycle forward and Shift+Tab to cycle backward.

Sidebar Slots



Each time you select any of your units or production structures, several portraits appear as sidebar slots beneath the row of Production subtabs. The function of the sidebar slots varies depending on what is currently selected.

When units are selected, the sidebar slot portraits represent each of the units in the force. Click any of the portraits to call up its Unit Info panel; this gives you access to the unit's various abilities. Double-click a portrait to select only that unit, deselecting the other units in the group.



You may also press F1 through F9 to access the sidebar slots via hotkeys.

When a production structure is selected, the sidebar slot portraits show each of the units or structures that can be assembled at the facility. Click a portrait to begin constructing that unit or structure. Click the same portrait more than once to queue up additional units; each one will be trained after the other. At any time, you may right-click a portrait to halt production; right-click again to cancel the build order and retrieve all funds that were devoted to the production up to that point.

Unit/Structure Info Panel

Whenever you select a unit or structure, that unit/structure's Info panel appears in the screen's lower-right corner. This panel provides detailed information on the selected unit or structure, showing a larger version of its portrait, along with its name, Health bar, and Ability icon. Click the buttons that run along the panel's bottom to issue special orders to the unit, including Force Attack (Control), Attack Move (A), and Reverse Move (D). The far-right button calls up a special window that gives in-depth information on the selected unit and its abilities.





Unit Abilities



Every unit in *Red Alert 3* can perform a special ability. Click the unit's Ability icon, located to the left of its portrait in the Unit Info panel (or simply press [F]), to

perform the unit's ability. Note that additional action may be required, such as designating a target for the ability.



Some unit abilities require funds to execute. The required amount is detailed in the ability's tool tip.

Movement and Stance Icons

Click the arrow icon to the left of the Unit Info panel to extend a slider tab with even more command options. Using hotkeys is much faster than pulling out the slider tab, but the option's there.

Top-Secret Protocols

Commanders steadily gain Security points over the course of each battle, which is represented by a circle of tiny bars that surrounds the Top-Secret Protocols button at the screen's lower-left corner. As you accumulate Security points, the circle's bars begin to light up. Once all the bars are lit, a new support power becomes available for use.



Your Threat meter affects how quickly you'll rack up Security points. See the "Threat Meter" section for details.



Click the Top-Secret Protocols (or simply press [O]) to call up the Top-Secret Protocols menu. Then simply click on any of the available support

powers listed there to ready it for use. The support power's icon appears along your screen's left side, and it remains there for the battle's duration. Simply click these icons to activate your support powers whenever you desire.



The effects of each faction's Superweapon support powers vary a great deal; refer to each faction's "Support Powers" section in the "Factions" chapter for complete details.

Superweapon Support Powers

As you build up your base and construct advanced-technology structures, the unique Superweapons available to your faction begin to



appear as Support Power icons along your screen's left side. These icons function just like Top-Secret Protocol Support Power icons: hanging your cursor over the icons brings up informative tool-tip descriptions, and clicking them activates the associated powers.



Every support power has a significant "cooldown" period after use. When the icon lights up again, the support power can be employed once more.

Threat Meter



Lying along the screen's lower-left corner, the Threat meter keeps track of how much chaos and destruction is occurring across the battlefield. The meter

gradually fills as your forces suffer casualties, maxing out when they're really getting pounded. The meter also fills as your forces defeat hostile units and structures, though not as quickly. The Threat meter quickly reveals who has



the upper hand, and it modifies the speed at which your units gain veterancy ranks. The fuller the meter, the faster your units will gain veterancy.

The Threat meter also affects how quickly you accumulate Security points, which enable the use of Top-Secret Protocols. The fuller the Threat meter, the faster you'll gain access to these vital support powers. (See the previous "Top-Secret Protocols" section for details.)



NOTE
Though there's only one red bar at the Threat meter's far right end, this is a bit misleading, as the meter's red zone is actually quite wide. See the sidebar table for details.

In short, the Threat meter helps give losing armies a chance at battling back from the brink of defeat. Learn to anticipate its benefits for a chance at turning the tide.

Threat Meter Math

Like unit veterancy, the Threat meter runs off a set of background mathematics that's never directly illustrated during gameplay. The meter starts empty at 0 threat points and becomes full once 50,000 points have been accumulated. Once full, the Threat meter bestows its full range of benefits—though this may not last. This is because the Threat meter also loses points over time, a mechanic known as its "decay rate."

Defeating enemy units and structures earns you threat points equal to three-quarters of the defeated unit or structure's total base cost. For example, killing an Allied javelin soldier (which has a base cost of 400) boosts your Threat meter by 300 points ($400 \times 0.75 = 300$).

On the other hand, each unit and structure of yours that is destroyed during combat boosts your Threat meter by three times the unit or structure's base cost. Therefore, losing your construction yard—a terrible occurrence—would instantly net you 15,000 Threat points (three times the MCV's base cost of 5,000). It may not seem like much, but it definitely helps soften the blow.

The following table details more about the Threat meter's math:

Threat Meter Calculations

Meter Color	Threat Points	Veterancy Points Bonus	Security Points Bonus	Decay Rate
Yellow	0–12,499	None	None	50 points/sec
Orange	12,500–37,499	50 percent	50 percent	150 points/sec
Red	37,500–50,000	100 percent	100 percent	300 points/sec

Co-Commander Orders

In each *Red Alert 3* Campaign mode battle, you'll have the assistance of a friendly co-commander. These guys often have direct control over their own bases and units, and their forces' color differs from yours to signify their independence. Though you're unable to issue direct orders to your co-commander's units, you can ask your ally to join you when staging base assaults and the like. This is all accomplished through the Co-Commander orders, located at your screen's upper-left corner during Solo Campaign missions.

Here are the orders you may hand down to your co-commander:

Plan Attack: Order your co-commander to begin assembling an assault force to send against enemy forces in the targeted area. Useful when preparing to make a push into enemy turf.

Strike Target: Designate a target (unit or structure) for your co-commander to immediately attack with his available forces.

Take Position: Ask your co-commander to advance his forces and take up position at the designated site. A good way to secure key regions of a battlefield, such as ore mine clusters.

Keep Command: Leave your co-commander to run his army as he sees fit. Issue this order to cancel previous commands. (Your co-commanders always begin in this state.)



NOTE
Resources you and your co-commander gather are often held in a common reserve and shared between your forces. The same goes for ground control: you can build structures upon your ally's turf and vice versa. Unite and conquer!





★ User Interface (360) ★

With all command functions tied to a controller instead of a keyboard and mouse, the Xbox 360 version of *Red Alert 3* features a significantly different (and far cleaner) user interface.



Command Menu (360)



⑧ to call up the menu, then use the left analog stick to highlight the desired menu option. Press ① to select the option, delving deeper into the menus.

These are your primary Command menu options, available to you when no units or structures are selected:

Production Structures: Access all of your Production Structure queues.

Support Structure: Access all of your Support Structure queues.

Infantry Units: Access all of your Infantry Production queues.

Vehicle Units: Access all of your Vehicle Production queues.

Air Units: Access all of your Aircraft Production queues.

Navy Units: Access all of your Naval Production queues.

With no ability to "click" on various UI elements, many of *Red Alert 3*'s more complex commands are handled by its intuitive radial Command menu.

Press and hold

Support Powers: Access all of your support powers (Top-Secret Protocols and Superweapons alike).

Current Selection: Give orders to your current selection of units.

Control Groups: Quickly select and control units you've grouped together, or specific unit classes (infantry, vehicles, etc.)

Communicator: Access all communication options.

Repair Mode: Enter Repair mode and begin fixing your damaged structures.

Sell Mode: Enter Sell mode and begin selling off your unwanted structures.

The radial Command menu gives fast access to all your most important command functions. Learn to use it well and you'll soon be conducting your forces with great efficiency, no matter which region of the battlefield you're currently focused on.



The radial Command menu is a dynamic tool, and its options will change depending on your current selection. For instance, when you have units selected, your menu options change, allowing you to hand down orders specific to those particular units. In this fashion, the radial Command menu allows you to quickly issue advanced command orders at any given time.

FRACTIONS

Welcome, Commander, to the Factions portion of the guide. We've endeavored to provide you with the most in-depth intel available on the three major factions—the Soviets, Allies, and the Empire of the Rising Sun—along with the neutral units and structures you're likely to encounter on the battlefield. Put this information to good use, and determine which faction best suits your unique style of command.

★ Unit Types and Comparisons ★

Command & Conquer: Red Alert 3 is a dynamic game full of choices and options, attack strategies and counter-measures. Before we begin detailing the many different aspects that make each faction so unique, let's discuss the four general classes of units you'll be commanding on the field. Knowing the intricacies of each unit type is the first step to achieving battlefield supremacy.

Rock-Paper-Scissors

The first thing to know about *Red Alert 3* is that not every scenario plays out the way you might expect. For instance, if a tank came up against a few foot soldiers, you'd probably put your money on the tank—but it's not always a safe bet. This is because the game functions on a "rock-paper-scissors" level: every combat unit is designed for use against one or more specific types of units. Some infantry units are vehicle-killers, while others excel at shooting down aircraft or cutting through other infantry. Some vehicles can tear infantry apart in short order, but their weaponry might be unable to penetrate the thick plating of tanks or other armored threats. Using each unit as it is intended is absolutely vital to success.

There are four basic unit classes in *Red Alert 3*:

1. Infantry (ground troops)
2. Vehicles (armored ground units, such as tanks and walkers)
3. Aircraft (flying units produced at air bases)
4. Naval units (seafaring vessels produced at naval yards)



Some units are amphibious, capable of traversing land and sea. Other units can transform between unit types, such as the Imperial army's Mecha Tengu/Jet Tengu, which can switch from amphibious vehicle to aircraft at will. Naturally, such units are significantly more versatile than those contained in one specific class.

For the most part, every unit in the game will be effective against only one or two of the aforementioned unit classes. If a unit combats an unfavorable target, their attacks will often have little effect. This isn't to say that a Soviet apocalypse tank's heavy cannons won't obliterate a squadron of basic infantry—they will. But those guns were made for vehicle-killin', and it may take

the apocalypse tank longer to wipe out heavy troopers compared to a Soviet sickle or a squad of conscripts.



In addition, some units are designed to inflict great damage against enemy structures. These bombardment units are intended to help you storm rival bases

and outposts, crippling them from afar before advancing your for the kill. In *Red Alert 3*, a "structure" is anything that isn't a mobile combatant. All buildings and defense turrets are considered to be structures.

Infantry Units

Infantry units are individual men and women—and sometimes animals—who take to the battlefield on foot, often with little more than basic body armor to protect them. Infantry units are the cheapest and fastest to train and deploy. They can dole out impressive damage when firing against their intended targets, but infantry are also some of the easiest adversaries to kill. Even the strongest of foot soldiers are quick to fall when pitted against anti-infantry fire.



Unlike vehicles and aircraft, the strength of many infantry units depends on the distance from its target. This is because many infantry must

enter close quarter in order to attack. Infantry armed with rifles or other long-range firearms do not suffer from this drawback.

Also, when under heavy attack, many infantry units may be forced into suppression. Once this happens, the unit will take cover by dropping to the ground and crawling about on its belly. While this provides the unit with a 25 percent armor bonus, it also causes the unit to move at only quarter speed. If the unit survives the assault, the suppressed state will subside after a few seconds.



NOTE

Many attacks inflict a certain degree of suppression. When an infantry unit's defense against suppression has reached its limit, the unit becomes suppressed. Generally speaking, the more powerful the weaponry, the greater its suppression impact.



Keeping your infantry units alive can be tricky, but there are ways to help prolong their life span. The first is by ordering your infantry to take cover

near your base's structures, civilian buildings, or other large environmental "props." Doing so causes the unit's soldiers to kneel down, making themselves smaller targets. When an infantry unit takes cover in this fashion, they gain a 25 percent armor bonus and are virtually insuppressible. It's not much, but it helps.



The best way to protect your soldiers is to order them into civilian buildings, bunkers, and other structures. Most buildings that seem in good

repair can be garrisoned by infantry in this fashion. Place your cursor over any building and a "tool tip" will let you know if the structure can be garrisoned; if it can, move your troops inside. Garrisoned soldiers take no damage from typical attacks and can fire their weaponry from the building as normal, sometimes gaining a boost to range or attack strength (as they might be firing down at targets from a high window). Since most buildings are tough to destroy, this is a fantastic and cost-effective way to control cityscape battlefields.

CAUTION

Watch out: Some units are capable of quickly clearing structures that are garrisoned with hostile units. This kills the units inside the building without needing to do much harm to the structure. The following units have this ability:

- Soviet conscripts (via Molotov Cocktails ability)
- Allied peacekeepers (via entering the building)
- Imperial warriors (via entering the building)



Finally, since naval combat is often a factor in warfare, some infantry units are amphibious. These troops are significantly more versatile than those

restricted to solid ground. The following infantry units are amphibious:

- Soviets: Combat engineers, Natasha, war bears
- Allies: Attack dogs, engineers, spies, Tanya
- Imperials: Engineers, Shinobi, Yuriko Omega

Vehicle Units

Vehicles are armored ground units that move about on wheels, tank treads, or "walker" legs. These units come in all shapes and sizes, from the Allies' light and speedy multigunner IFV to the empire's hulking King Oni. For the most part, vehicles are faster and more durable than infantry, and they are in some ways more versatile than aircraft. Vehicles are often used to do the "heavy lifting" on the battlefield and usually make up the bulk of a typical assault force.



One big advantage vehicles have over infantry is their ability to squash foot soldiers—simply issue the Crush Move command to order your

vehicles to roll over anything standing in their way. However, light vehicles cannot crush heavier infantry units. The general rule of thumb is the heavier the vehicle, the better it is at crushing infantry.

Vehicles can crush more than just infantry; they can plow through many objects in the environment as well. Chain fences, cars, trees, street-lights, and more



are all susceptible to squashing. This can help open up a battlefield, making it easier for infantry to move about. Again, the heavier the vehicle, the more powerful its crushing ability.



NOTE

The largest vehicles can even crush smaller ones!



Of course, most vehicles are outfitted with some form of weaponry so they may pulverize foes from range as well. Vehicle armaments run the gamut from

light machine guns to heavy cannons, electrical currents to high-yield rockets. Each brand of weapon is designed for use against certain types of targets—infantry, vehicles, aircraft, naval units, or structures—and many are attached to vehicles in the form of rotating turrets that can track enemies in all directions.



Vehicle armor can be as diverse as their weaponry. Light vehicles tend to be quite fast, but they explode just as quickly under antivehicle fire. Medium vehicles

are slower but better protected, making them more versatile. Heavy vehicles can be slower than infantry, but they can also withstand incredible amounts of punishment. No matter how much armor a vehicle might have, they all share one commonality: Vehicle plating is strongest in the front and weakest in the rear.

Here's a rundown on vehicle armor:

Frontal attacks inflict their normal damage against a vehicle's armor.

Side attacks deal an additional 10 percent damage, as a vehicle's side plating is a bit thinner.

Rear attacks are just brutal, dealing 50 percent more damage than a frontal attack.



Since vehicles are so vulnerable to rear attacks, it's important to become comfortable with Formation Preview. This command allows you to

line up your vehicles when moving them, facing them in any direction you like. Select your vehicles, then press the Move button on their destination to move them as normal—but don't release the button. Instead, hold it down to enter Formation Preview mode. (PC players must click and hold the right mouse button.) A ghost image of your selected vehicles then appears; move your cursor to alter their formation as desired, then release the Move button to accept your decision.



Sometimes it's better to flee from a losing battle rather than making a stand and fighting to the death. Vehicles' weak rear armor is a consideration

when retreating; always issue the Reverse Move order when pulling back your armored units. This keeps them from exposing their tender backsides while fleeing the scene.



Unlike infantry, it's relatively simple to keep vehicles in top shape. Each faction's brand of vehicle-producing structure automatically sends out

nanobots to repair friendly vehicles parked within the structure's generous repair radius. (The Soviets rely on their crusher crane for repairs.) It's therefore wise to keep these structures close to your base's perimeter so your vehicles can easily receive repairs as they fend off attackers. This is an important strategy to incorporate, because the longer your vehicles last, the more likely they are to gain veterancy ranks.



Simply select a vehicle-producing structure or a crusher crane to view its repair radius.



Again, since naval combat can play a big role in any given battle, certain vehicles are amphibious, allowing them to venture out onto open water. The following vehicles

have this advantage, making them quite versatile:

- Soviets: Bullfrogs, MCVs, ore collectors, Sputniks, terror drones
- Allies: Allied MCVs, prospectors, riptide ACVs
- Imperials: MCVs, Mecha Tengu/Jet Tengus, ore collectors, sudden transports, tsunami tanks

Aircraft Units

Aircraft are flying vessels designed to rule the skies, downing hostile aircraft and raining terror on foes below. Like vehicles, they come in a broad range of shapes and sizes—from fast, compact assault craft to the gigantic Kirov airships employed by the Soviet army. Airborne

units enjoy the ability to navigate the battlefield at will, crossing fissures and plateaus with speed and efficiency. Furthermore, while every combat unit can fire on ground targets, many are unable to target airborne foes; this gives aircraft a natural immunity to numerous adversaries.



Most aircraft units fall into one of two categories: fast-attack craft and heavy bombers. Fast attackers are lightly armored and easily shot down; they're

primarily used to scout, harass, and distract. On the other hand, bombers can inflict massive damage to structures and surface units, though most suffer from payload restrictions and must regularly return to base to rearm. A few aircraft can store and carry passengers, quickly deploying them at advantageous positions along the battlefield.

Some aircraft can land at their base for repairs, including Soviet MiG fighters and Allied Apollo fighters, vindicators, and century bombers.

While this is a nice advantage, beware: If a Soviet airfield or Allied air base is destroyed, all craft docked there are lost as well. This is a costly lesson to learn the hard way!



Consider docking your aircraft when hostile antiair units are giving you grief.



Aircraft need not dock to receive repairs; simply station them within a structure's normal repair radius and they'll be fixed right up.

Naval Units



Nautical battle waged on open seas is a new feature in *Red Alert 3*. Each faction has access to naval units, which are similar in many ways to vehicles,

with the exception that crushing is not an option in water (though the Imperial's Shogun battleship has a special way around that; it's able to crush almost any vessel in its path when using its Ramming Speed ability). In addition, though they traverse the briny blue, some naval units are amphibious and can therefore shore up and motor about on dry land. Finally, naval unit are still surface units and are therefore susceptible to antisurface fire.

The following naval units are amphibious:

- Soviets: Stingrays
- Allies: Assault destroyers



NOTE
No Imperial naval units are amphibious (though many of their vehicles are).

While most naval units move on the water's surface, a few, such as the Soviets' Akula subs, have the advantage of sneaking about underwater.



Submerged vessels do not appear on enemy radar until they surface to attack, and as long as they remain submerged, they cannot be targeted by antisurface fire (such as rockets or bombs dropped by aircraft). Only concussive weaponry, like the Naginata cruiser's photon torpedoes can strike a submerged vessel.

The following naval units remain hidden underwater until they surface to strike:

- Soviets: Akula subs
- Imperials: Sea-wing/sky-wings, Yari minisubs



NOTE
No Allied naval units are capable of dipping below the water's surface.

The following units sport concussive weaponry that can damage submerged vessels:

- Soviets: Akula subs
- Allies: Dolphins and riptide ACVs
- Imperials: Naginata cruisers and Yari minisubs

Reading the Faction Sections

We've striven to provide every morsel of hard statistical data on the vast array of units, structures, and support powers available to you in *Command & Conquer: Red Alert 3*. The following sections feature lists and tables that convey the hard numbers on what makes each faction's units and structures tick. This sidebar describes the meaning behind the numbers and shorthand.

General Info

Here's how to read the lists at the start of each unit/structure section:

Size: The relative size of a structure, used to tell how many Veterancy points are awarded to units when they destroy the structure. (Structure sections only; see the previous chapter's "Health Bars and Veterancy" section for further details.)

Small: 500 points

Medium: 1,500 points

Large: 4,500 points

Huge: 10,000 points

Health: A relative value that indicates how much health the unit/structure has. The higher the number, the more damage the unit/structure can withstand before being destroyed.

Cost: The amount of ore resources required to initiate construction on the unit/structure.

Build Time: The amount of time it takes to build the unit/structure.

Power: The amount of power used or provided by the structure. (Structure sections only.)

Prerequisites: The units or structures that must first be built before you may build a unit/structure.

Movement Speed: Indicates how fast the unit moves. The greater the number, the faster the unit travels. (Unit sections only.)



Reading the Faction Sections (continued)

Vision Range: Indicates how far the unit/structure can see. The larger the value, the greater the vision. By default, combat units/defensive structures will automatically fire on any hostiles that move within view.

Shroud Clear: Illustrates the amount of battlefield shroud the unit/structure clears away in a radius around it. Threats do not appear on radar while shrouded.

Crusher Level: Denotes how effective the unit is at crushing other units. The greater the value, the better the unit is at crushing. (Unit sections only.)

Crushable Level: Shows how susceptible the unit is to crushing. If a unit's crusher level is greater than its victim's crushable level, it can crush the unit. Higher values therefore mean the unit is tougher to crush. (Unit sections only.)

Offense-Related Info

Here's how to read the Attack Stats tables found in many unit and structure sections:

Attack Type: Indicates the class of weaponry the unit/structure wields: Gun, Auto-Cannon, Sniper, Melee, Rocket, Flak, Cannon, Prism, Tesla, Explosive, or Concussive. Every target has its strengths and weaknesses against the various forms of attacks; these are detailed in their Defense Stats tables.

Range: Shows the effective range of the unit/structure's weaponry. Higher values mean the unit/structure can fire on targets from greater distances.

Damage: Indicates the power of each of the unit/structure's attacks. The higher the value, the more damage each attack can potentially inflict. This value can be misleading at first glance, as it represents the damage of *each individual attack* (one round from a rapid-fire machine gun, etc.). Also, attack damage can be greatly marginalized when firing upon unfavorable targets.

AoE Radius: Illustrates the AoE (Area of Effect) of the unit or structure's attacks. Higher values mean the attack covers a wider area. Most explosive attacks have an AoE impact—for example, damaging everything within range of the blast zone.

AoE Taper: Represents the minimum damage inflicted by AoE attacks at the outskirts of their AoE radius. Most (but not all) AoE attacks inflict their maximum damage at the center point of impact, with the damage tapering off to the value shown here as it approaches the outer edges of AoE radius. A value of 0 indicates that the attack tapers off to zero damage from the point of impact; an "N/A" in this

Reading the Faction Sections (continued)

field means the damage does not taper but instead inflicts full damage across the entire AoE Radius.

Suppression: A series of values (Amount, Radius, and Duration) that together illustrate an attack's suppression impact against infantry. Suppression is a cumulative effect, and infantry units will automatically become suppressed when the "Amount" of suppression they receive reaches 50. Suppression attacks have an AoE effect as well, impacting all infantry units within range of their "Radius." However, each attack's suppression effect fades after a brief time, represented by its "Duration" (in seconds). This means infantry must fall under sustained heavy fire before they'll succumb to suppression, an effect that causes them to crawl about on their bellies, temporarily boosting defense at a cost of movement speed and the ability to return fire.

Defense-Related Info

Here's how to read the Defense Stats tables featured in each unit/structure section:

Gun: A percentage that shows how vulnerable the unit/structure's armor is to Gun-class attacks. Examples include pistols, machine guns, and other ballistic weaponry. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Auto-Cannon: A percentage that illustrates how vulnerable the unit/structure's armor is to Auto Cannon-class attacks. Examples include lighter, rapid-fire cannons like the ones employed by stationary defense turrets. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Sniper: A percentage that shows how vulnerable the unit/structure's armor is to Sniper class attacks. Examples include sniper rifles and high-powered ballistic weaponry. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Melee: A percentage that shows how vulnerable the unit/structure's armor is to Melee-class attacks. Examples include animal-mauling attacks and sword strikes. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Reading the Faction Sections (continued)

Rocket: A percentage that reveals how vulnerable the unit/structure's armor is to Rocket-class attacks. Examples include missiles and RPGs (rocket-propelled grenades). A value of 100 percent means the unit/structure would suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Flak: A percentage that shows how vulnerable the unit/structure's armor is to Flak-class attacks. Examples include antiair fire designed to explode for midair AoE damage. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Cannon: A percentage that illustrates how vulnerable the unit/structure's armor is to Cannon-class attacks. Examples include heavy vehicle and tank cannons. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Prism: A percentage that shows how vulnerable the unit/structure's armor is to Prism-class attacks. Examples include focused, light-based weaponry unleashed by a few Allied forces. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Tesla: A percentage that shows how vulnerable the unit/structure's armor is to Tesla-class attacks. Examples include electrical discharges emitted by several Soviet forces. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Explosive: A percentage that shows how vulnerable the unit/structure's armor is to Explosive-class

Reading the Faction Sections (continued)

attacks. Examples include air-to-surface bombs and long-range bombardment attacks. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Concussive: A percentage that shows how vulnerable the unit/structure's armor is to Concussive-class attacks. Examples include underwater torpedoes, which can damage submerged vessels. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Radiation: A percentage that shows how vulnerable the unit/structure's armor is to Radiation-class attacks. Examples include lingering effects of toxins and the like. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Calculating Damage

It may seem complicated at first, but the math involved in *Red Alert 3*'s damage calculation is actually quite simple. Just take the attacking unit's weapon class and damage potential (found within the unit's Attacks Stats table), then cross-reference it against the appropriate armor rating and health of the defending unit (found within its Defense Stats table).

For example, a Soviet conscript firing on a fully exposed Allied engineer would inflict 6 points of damage with each bullet that lands. This is because the engineer's armor allows 150 percent of a Gun-class attack's potential damage to pass through, and the conscript happens to employ a Gun-class weapon that inflicts 4 points of damage with each shot (150 percent of 4 is 6). Considering the conscript's incredibly high rate of fire, that poor engineer isn't long for this world!





★ Soviets ★

The stars of *Red Alert 3*, the Soviets, are a faction geared toward direct combat and outright burliness. Their rivals often know exactly what's coming, but being able to do anything about it is another matter. The Russian war machine rolls across the battlefield with nigh-unstoppable might, rumbling the earth with its massive vehicles and obliterating whole cities with its terrifying bombers. Due to the faction's straightforward nature, the Soviets are a perfect choice for *Red Alert 3* newcomers.



Even after their release, dedicated RTS games like *Red Alert 3* are constantly evolving and being fine-tuned by developers. Please keep in mind that future game patches and updates may therefore modify some of these faction-related stats. In addition, these stats and values relate more to multiplayer matches and offline skirmishes than the single-player campaign, whose missions may play with the stats a bit to achieve the ideal campaign experience.

Soviet Structures

Russian structure production is the simplest of the three factions. Simply pick the structure you wish to build, then select an area of the battlefield that's within range of your construction yard or outposts' ground control. The structure then appears and its construction commences. You'll be able to access its features in a few moments.



The cornerstone of any Soviet base is the crusher crane, a special structure that provides commanders with an additional Production and Support Structure queue. This enables you to build your base as fast as you like, provided you have the funds. The crusher crane can be built immediately—no need to tech up to it. Best of all, it provides a giant repair radius, automatically sending drones to fix any damaged ships, vehicles, or aircraft within range.



Every faction's base requires power, and the Soviets have a leg-up in this department. After they build an ore refinery, Soviet commanders can place a super-reactor, which pumps out five times the energy as its standard-issue peers—but it costs two and a half times more to build. As the super-reactor unlocks the Soviets' higher-grade units and structures, it's often a mandatory purchase. Once it's in place, your power concerns are largely over.



The only drawback to the super-reactor is that it often becomes a target. Your base will suffer greatly if it's destroyed—not only because you'll have a power crisis on your hands, but also because super-reactors explode violently. If one of yours is about to blow, sell it to avoid a huge fallout.



flak cannon downs aircraft in short order. Their advanced base defenses, Tesla coils, are the most powerful in the game, and their damage output is doubled whenever they're charged by a Tesla trooper, stingray, or another nearby Tesla coil.



The most glaring flaw in the Soviets' structure development is the time it takes them to get a respectable airforce going. Though they own the most dominating heavy bomber of the three factions, they also must wait the longest to build their airfield and must place a super-reactor beforehand (which itself takes 30 seconds to construct). Compare that to the Allies, who need only a basic power plant to get their airbase up and running, and you can see which faction owns the early game skies.

In accordance with their straightforward nature, the Russians have a fair selection of uncomplicated base defenses. The sentry gun shreds infantry and armor units, while the

Structure Armor

With the exception of fortress walls, all Soviet structures share the following defense values. (See the "Fortress Wall" section for its defense stats.)

Structure Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	50%	0%	0%	100%	100%	100%	100%	100%	200%	N/A	0%

Production Structures

Airfield

Function: Aircraft production

Size: Large

Health: 1,800

Cost: 1,000

Build Time: 30 seconds

Power: -50

Description: Aircraft production

Prerequisites: Super-reactor



Unit Overview

- Builds and deploys Soviet aircraft units but does not repair
- Rearms docked Soviet MiG fighters but does not repair

Barracks

Function: Infantry production

Size: Medium

Health: 1,250

Cost: 500

Build Time: 10 seconds

Power: -25

Prerequisites: Construction yard



Unit Overview

- Trains and deploys Soviet infantry
- Cannot be built on water

Battle Lab

Function: Technology structure

Size: Large

Health: 2,000

Cost: 3,000

Build Time: 60 seconds

Power: -75

Prerequisites: Super-reactor



Unit Overview

- Unlocks advanced units and structures

Construction Yard

Function: Production structure

Size: Huge

Health: 5,000

Cost: 5,000 (for MCV)

Build Time: 60 seconds (for MCV)

Power: +50

Special Ability: Pack Up

Prerequisites: MCV



Unit Overview

- Soviet MCV unpacks into this base-production structure
- Enables radar
- Provides Power
- Provides one Production Structure queue
- Provides one Support Structure queue
- Additional construction yards can be assembled for more production queues (build and unpack more MCVs)

Crusher Crane

Function: Production structure

Size: Small

Health: 1,500

Cost: 1,500

Build Time: 20 seconds

Power: -50

Prerequisites: Construction yard



Unit Overview

- Provides a wide repair radius to fix ships, vehicles, and aircraft
- Can salvage unwanted units for fast cash
- Provides one additional Production Structure queue
- Provides one additional Support Structure queue
- Additional crusher cranes can be constructed for even more production queues

Naval Yard

Function: Navy production

Size: Large

Health: 3,200

Cost: 1,000

Build Time: 20 seconds

Power: -50

Prerequisites: Ore refinery





Unit Overview

- Builds and deploys Soviet naval units but does not repair
- Cannot be built on land

Ore Refinery

Function: Resource structure



Size: Large

Health: 2,500

Cost: 2,000

Build Time: 20 seconds

Power: -50

Special Ability: Ore collector

Prerequisites: Reactor

Unit Overview

- Processes and stores ore to fund the Soviet war machine
- Comes with an ore collector, allowing for the immediate gathering of resources
- Can build additional ore collectors, allowing other structures to focus on military production

Reactor

Function: Power structure



Size: Medium

Health: 1,000

Cost: 800

Build Time: 10

Power: +100

Prerequisites: Construction yard

Unit Overview

- Provides power

Super-Reactor

Function: Advanced power structure



Size: Huge

Health: 4,000

Cost: 2,000

Build Time: 30 seconds

Power: +500

Prerequisites: Ore refinery

Unit Overview

- Provides exceptional power
- Unlocks advanced units and structures
- Blows up violently when destroyed (see table for damage info)

Explosion Effect

Attack Type	Damage	AOE Radius	AOE Taper
Explosive	1,500	250	300



If destruction is imminent, use Sell mode to sell super-reactors before they blow, thereby negating the violent explosion.

War factory

Function: Vehicle production



Size: Large

Health: 3,200

Cost: 2,000

Build Time: 20 seconds

Power: -50

Prerequisites: Ore refinery

Unit Overview

- Builds and deploys Soviet vehicles but does not repair
- Cannot be built on water

Support Structures

Flak Cannon

Function: Antiair base defense



Size: Small

Health: 2,000

Cost: 800

Build Time: 20 seconds

Power: -25

Vision Range: 300

Shroud Clear: 500

Prerequisites: Reactor

Unit Overview

- Strong against aircraft
- Cannot fire on surface targets

Attack Stats

Attack Type	Range	Damage	AOE Radius	AOE Taper	Suppression
Flak	300	25	20	0	N/A

fortress Wall

Function: Defensive Perimeter



Size: N/A

Health: 300

Cost: 10

Build Time: 5 seconds

Power: N/A

Prerequisites: Construction yard

Unit Overview

- Can be placed to fortify base defenses
- Cannot be built on water
- Each individual wall segment costs 10 ore
- Effective at halting ground forces, particularly engineers, infiltrators, and commandos

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
0%	10%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	100%	100%	150%	N/A	0%

Iron Curtain



Function: Super-weapon

Size: Huge

Health: 5,000

Cost: 3,000

Build Time: 30 seconds

Power: -75

Prerequisites: Super-reactor

Unit Overview

- Enables the use of Iron Curtain support power (see "Soviet Support Powers" section)

Sentry Gun

Function: Anti-infantry base defense



Size: Small

Health: 625

Cost: 800

Build Time: 20 seconds

Power: -25

Vision Range: 300

Shroud Clear: 500

Prerequisites: Reactor

Unit Overview

- Strong against surface targets
- Cannot fire on aircraft

Attack Stats

Attack Type	Range	Damage	AOE Radius	AOE Taper	Suppression (amt, Rad, Dur)
Auto-Cannon	300	40 (20 vs. infantry)	N/A	N/A	N/A

Tesla Coil

Function: Advanced base defense



Size: Medium

Health: 2,000

Cost: 1,500

Build Time: 30 seconds

Power: -75

Vision Range: 350

Shroud Clear: 500

Prerequisites: Super-reactor

Unit Overview

- Strong against surface targets
- Cannot fire on aircraft
- Damage output can be greatly enhanced when powered by Tesla troopers, stingrays, or nearby Tesla coils

Attack Stats

Attack Type	Range	Damage	AOE Radius	AOE Taper	Suppression (amt, Rad, Dur)
Tesla	350	450*	N/A	N/A	N/A



*900 if powered by a Tesla trooper, stingray, or another Tesla coil

Vacuum Imploder

Function: Ultimate weapon



Size: Huge

Health: 5,000

Cost: 5,000

Build Time: 0 seconds

Power: -75

Prerequisites: Battle lab

Unit Overview

- Enables the use of "Vacuum Imploder" support power (see "Soviet Support Powers" section)

Other Structures

Battle Bunker

Function: Defensive structure



Size: Small

Health: 1,500

Cost: 500

Build Time: 5 seconds

Power: N/A

Prerequisites: Combat engineer

Unit Overview

- Hardened bunker that can be garrisoned by infantry, enhancing defense
- Constructed by combat engineers via Battle Bunker ability
- Very useful in battlegrounds that do not feature structures that can be garrisoned



Build walls around your base, then place battle bunkers near any openings. Insert a few anti-infantry troops, including a scout, and it'll be next to impossible for engineers and the like to infiltrate.

Outpost

Function: Expansion structure



Size: Small

Health: 500

Cost: 1,200 (for Sputnik)

Build Time: 20 seconds (for Sputnik)

Power: N/A

Prerequisites: Sputnik

Unit Overview

- Sputnik vehicle unpacks into this structure
- Once unpacked, outpost provides a large build radius for structure placement
- Enables the construction of auxiliary bases and forward outposts



Soviet outposts unpack quickly but are extremely fragile. Make sure to defend them.

Soviet Units

In keeping with their faction's straightforward nature, Soviet forces have far fewer frills compared to their peers. They own no brand of infiltrator, and none of their units are capable of taking on disguises. But what the Soviets lack in complexity, they more than make up for with sheer destructive force.



Infantry



All factions have an engineer who's capable of capturing structures for a variety of benefits. The Soviets' engineer is a cautious fellow, though, and packs a pistol for defense. He's also able to throw up sturdy battle bunkers, giving his comrades in the field a safe place to dig in and hole up.



Each faction has a primary class of front-line foot soldier as well, and the Soviet conscript's rapid-fire assault rifle mows down infantry in short order. When assaulting more hardened targets, conscripts can switch to Molotov cocktails for greater impact. These firebombs also inflict fast damage on garrisoned troops.



The Russians most-feared foot soldiers are Tesla troopers: bulky warriors designed to obliterate infantry and armor units alike. Though slow, Tesla troopers inflict

great damage with each electrical discharge. They can also employ EM disrupters that completely disable nearby vehicles.



The Soviets' brand of commando is an exceptional marksman named Natasha. Infantry units fall in short order against her high-powered rifle, which can also be used to snipe the pilots of enemy vehicles, killing them cleanly. Such vehicles may then be commandeered by other infantry and used against their owners. Natasha can also quickly obliterate ships, vehicles, and structures by sighting such targets for a precision airstrike.

Combat Engineer

Function: Field support

Health: 50

Cost: 500

Build Time: 10 seconds

Prerequisites: Barracks

Movement Speed: 40

Vision Range: 100

Shroud Clear: 100

Crusher Level: N/A

Crushable Level: 10

Special Ability: Battle bunker (120 second cooldown; 500 cost; 10-second build time)



Unit Overview

- Can capture hostile and neutral structures for a variety of benefits
- Can capture friendly structures to instantly repair
- Armed with a pistol for basic self-defense

- Can erect battle bunkers, which can be garrisoned by infantry to improve defense

Attack Stats

Attack Type	Range	Damage
Gun (Explosive for MC)	150 (60-200 for MC)	4 (15 for MC; 50 vs. garrisoned infantry for MC)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A (15 for MC)	N/A (5 for MC)	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	150%	100%	100%	20%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%	100%	1,000%	100%	N/A	100%

Conscript

Function: Anti-infantry/antigarrison



Health: 100

Cost: 100

Build Time: 4 seconds

Prerequisites: Barracks

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 10

Special Ability: Molotov cocktails (toggle)

Unit Overview

- Strong against infantry
- Cannot fire on aircraft
- Can quickly clear structures garrisoned by hostiles via Molotov Cocktails ability
- Molotov cocktails are stronger against structures than normal rifle fire

Attack Stats

Attack Type	Range	Damage
Gun (Explosive for MC)	150 (60-200 for MC)	4 (15 for MC; 50 vs. garrisoned infantry for MC)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A (15 for MC)	N/A (5 for MC)	N/A

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	100%	100%	100%	20%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%	100%	1,000%	100%	N/A	100%

Flak Trooper

Function: Antiaircraft/
Antiaarmor



Health: 50
Cost: 300

Build Time: 5 seconds

Prerequisites: Barracks

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 10

Special Ability: Magnetic mines
(toggle)

Unit Overview

- Strong against aircraft, vehicles, and structures
- Can switch weaponry to magnetic mines (MM), which can be placed on vehicles and structures, exploding for great damage
- Magnetic mines automatically explode if their parent flak trooper is crushed

Attack Stats					
Attack Type	Range	Damage			
Flak (Cannon for MM)	175 (300 vs. aircraft; 20 for MM)	25 (200 for MM; 150 vs. structures for MM)			
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)			
20 (10 for MM)	0	2, 20, 5 seconds			

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
150%	150%	100%	100%	10%	20%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
10%	100%	1,000%	100%	N/A	100%

Natasha

Function: Commando



Health: 300

Cost: 2,000

Build Time: 30
seconds

Prerequisites: Battle Lab

Movement Speed: 60

Vision Range: 300

Shroud Clear: 400

Crusher Level: N/A

Crushable Level: 50

Special Ability: Pilot Snipe
(60-second cooldown)

Unit Overview

- Strong against surface units
- Cannot fire on aircraft
- Immune to suppression and Amplified Bark/Roar abilities
- Cannot destroy walls
- Can call for airstrikes to decimate enemy surface units and structures (not walls)
- Can instantly kill the operator of a hostile vehicle via Pilot Snipe ability
- Vehicles whose pilots Natasha has sniped can be recovered by other infantry

Attack Stats					
Attack Type	Range	Damage			
Sniper	300 (500 for PS)	1,000			
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)			
N/A	N/A	50, 30, 5 seconds			

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	200%	12%	100%	20%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
25%	100%	1,000%	50%	N/A	100%

Tesla Trooper

Function: Advanced
antisurface

Health: 200

Cost: 750

Build Time: 10 seconds



Prerequisites: Super-reactor

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20

Special Ability: EM Disrupters
(toggle)

Unit Overview

- Strong against surface units
- Cannot fire on aircraft
- Can completely disable nearby enemy vehicles via EM Disrupters ability
- Cannot move or attack while employing EM disrupters
- Can utilize Tesla weaponry to enhance the attack power of Tesla coil base defenses

Attack Stats					
Attack Type	Range	Damage			
Tesla	125 (50 for EMD)	100			
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)			
N/A	N/A	N/A			

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
150%	150%	100%	100%	10%	20%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
10%	100%	50%	100%	N/A	100%

War Bear

Function: Anti-infantry



scout

Health: 150

Cost: 225

Build Time: 2 seconds

Prerequisites: Barracks

Movement Speed: 85

Vision Range: 200

Shroud Clear: 750

Crusher Level: N/A

Crushable Level: 10

Special Ability: Amplified Roar
(60-second cooldown)



Unit Overview

- Strong against infantry
- Cannot attack aircraft
- Immune to suppression
- Detects disguised units, causing them to lose their disguise
- Can paralyze nearby hostile infantry for 10 seconds via Amplified Roar ability

Attack Stats

Attack Type	Range	Damage
Melee	20 (100 radius for AR)	200
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
150%	150%	100%	100%	25%	25%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
25%	100%	1,000%	50%	N/A	100%

Vehicles

Alongside their stalwart infantry, the Soviets have access to arguably the most powerful armor division *Red Alert 3*.



Consider the Russians' apocalypse tank, the most fearsome and heavily armored vehicle in the game. This monster has more health than any other surface-dwelling combat unit by far, and it actually regenerates health over time. Its twin cannons quickly bring ruin to anything they're leveled against, and the tanks themselves can crush practically anything, including other tanks. Though slow, the apocalypse's M-Harpoon ability tractors in foes, ensuring no victim escapes their wrath.



On the other side of the spectrum lies the bullfrog, a fast, lightly armored troop transport whose flak cannon can quickly bring down airborne threats. This little buggy can traverse both land and sea, and its one-of-a-kind man cannon can be used to launch its passengers to remote and advantageous positions.



Not to be outdone, the apocalypse's little brother, the hammer tank, is a fast and effective front-line vehicle. It's also one of the Soviet army's most versatile units due to its leech beam, a special laser weapon that can be used to drain armor away from the hammer tank's victims and repair the hammer tank. In addition, enemies destroyed by the leech beam supply the hammer tank with their unique brand of weaponry, vastly enhancing its combat effectiveness. Wise commanders must not overlook this unit's special ability.



In addition, terror drones are some of the most devious vehicles in the

game. Though small (so small, in fact, that they are actually counted as infantry), terror drones can quickly cut down enemy foot soldiers with their rapid-fire cannons. Worse, these little pests enjoy burrowing themselves deep inside ships and vehicles, where they cannot be harmed in any way. Once infected by a terror drone, a unit must seek out immediate repair; there's no other way to get rid of the little robot, which will inflict steady damage, tearing its victim apart from the inside out.



All factions have access to a long-range bombardment vehicle, but the Soviets' V4 rocket launcher is one of the best. This is because the V4 fires its ordnance into the sky, arcing its rockets over walls and obstructions to punish units and structures from practically any angle. No other faction has access to such versatile destructive capabilities.

Apocalypse Tank

Function: Advanced antiarmor tank



Health: 3,000

Cost: 2,000

Build Time: 20 seconds

Prerequisites: Battle Lab

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: 30

Crushable Level: 31

Special Ability: M-Harpoon (toggle)

Unit Overview

- Strong against surface units
- Cannot fire on aircraft
- Automatically self-heals 4 health per second
- Can crush practically anything
- Can draw in hostile vehicles via M-Harpoon ability, preventing escape and crushing
- Initial M-Harpoon strike inflicts damage equal to one normal cannon blast

Attack Stats

Attack Type	Range	Damage
Cannon	150 (300 for MH)	100 (125 H)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A (15 H)	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	25%	0%	0%	100%	150%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	100%	100%	250%	50%	5%

Bullfrog

Function: Antiair trooper carrier



Health: 300

Cost: 900

Build Time: 10 seconds

Prerequisites: War factory or naval yard

Movement Speed: 100

Vision Range: 300

Shroud Clear: 500

Crusher Level: 1

Crushable Level: 20

Special Ability: Eject Passengers (no cooldown)

Unit Overview

- Strong against aircraft
- Cannot fire on surface targets (but can attempt to crush)
- Can store and transport up to 5 infantry units
- Launches infantry units via Eject Passengers ability, deploying troops at remote locations

- Can continually launch troops if fed into bullfrog while ejecting passengers
- Can be built at war factory or naval yard

Attack Stats

Attack Type	Range	Damage
Flak	300 (1,000 for EP)	15
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
15	0	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
125%	125%	125%	100%	100%	5%

Hammer Tank

Function: Antiarmor tank



Health: 550

Cost: 1,000

Build Time: 10 seconds

Prerequisites: Super-reactor

Movement Speed: 75

Vision Range: 200

Shroud Clear: 500

Crusher Level: 20

Crushable Level: 20

Special Ability: Leech beam (toggle)

Unit Overview

- Strong against surface units
- Cannot fire on aircraft using default weaponry
- Can syphon armor from hostile vehicles and aircraft via Leech Beam ability, repairing damage
- Gains additional weaponry after destroying enemies via Leech Beam (see table)

Attack Stats

Attack Type	Range	Damage
Cannon	150 (300 for LB)	35 (20 per second for LB)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	10, 20, 3 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	25%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	100%	100%	100%	100%	5%

Leech-Beam Weaponry

Unit Killed	Weaponry Gained	Notes
Aircraft carrier	One attack drone	Same damage as normal drones, but with hammer tank attack range
Apocalypse tank	Apocalypse tank main weapon	
Apollo fighter	Mirage tank main weapon	
Assault destroyer	Assault destroyer main weapon	
Athena cannon	Athena cannon main weapon	Vision increased to 500
Bullfrog	Bullfrog main weapon	
Dreadnought	V4 missile main weapon	Vision increased to 500
Guardian tank	Guardian tank main weapon	
Hammer tank	Hammer tank main weapon	Gains twin cannons
Hydrofoil	Hydrofoil main weapon	
IFV multi-gunner	IFV's main weapon	Antiair version
Imperial ore collector	Sickle main weapon	
King Oni	King Oni main weapon	
Mecha Tengu	Sickle main weapon	
MiG Fighter	MiG main weapon	
Mirage tank	Mirage tank main weapon	
Riptide ACV	Sickle main weapon	
Shogun battleship	Shogun battleship main weapon	
Sickle	Sickle main weapon	
Stingray	Stingray main weapon	Gains one Tesla coil visually but fires two
Striker-VX	Striker-VX's main weapon	Ground form weaponry (antiair rockets)



Leech-Beam Weaponry

Unit Killed	Weaponry Gained	Notes
Tsunami tank	Tsunami tank main weapon	
V4 missile	V4 missile main weapon	Vision increased to 500
Wave-force artillery	Wave-force artillery main weapon	Vision increased to 500



function: Mobile construction vehicle

Health: 5,000

Cost: 5,000

Build Time: 60 seconds

Prerequisites: War factory or naval yard

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: 30 (on land only)

Crushable Level: 31

Special Ability: Unpack

Unit Overview

- Weaponless and defenseless
- Unpacks into construction yard structure
- Construction yard provides a large area of ground control, one Production Structure queue, and one Support Structure queue
- Can be built at war factory or naval yard

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
125%	125%	125%	100%	100%	5%

Ore Collector



function: Resource gatherer

Health: 500

Cost: 1,400

Build Time: 20 seconds

Prerequisites: War factory or naval yard

Movement Speed: 50 (25 with reactive armor)

Vision Range: 200

Shroud Clear: 500

Crusher Level: 20 (on land only)

Crushable Level: 20

Special Ability: Reactive Armor (toggle)

Unit Overview

Weaponless and defenseless

- Gathers ore to process and store at the nearest ore refinery
- Each ore refinery comes with one ore collector for immediate resource gathering
- Carries loads of up to 250 ore
- Can activate Reactive Armor ability for improved defense
- Reactive armor reduces damage taken by 75 percent and speed by 50 percent; also shields from terror drones
- Unable to harvest or deposit resources while using Reactive Armor
- Can be built at ore refinery, war factory, or naval yard

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	150%	100%	100%	5%

Attack Stats

Attack Type	Range	Damage
Auto-Cannon	150	5 per gun (80 for FJ)
AoE Radius	AoE Taper	Suppression (amt, Rad, Dur)
N/A (50 for FJ)	N/A (40 for FJ)	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	150%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
170%	170%	170%	10%	N/A	5%

Sputnik



function: Base expansion

Health: 500

Cost: 1,200

Build Time: 20 seconds

Prerequisites: War factory or naval yard

Movement Speed: 50

Vision Range: 200

Shroud Clear: 250

Crusher Level: 20 (on land only)

Crushable Level: 20

Special Ability: Unpack (no cooldown)

Unit Overview

- Unpacks into outpost structure

COMMAND & CONQUER® RED ALERT 3

PRIMA Official Game Guide

- Outpost provides a wide build radius for additional structure placement, enabling the creation of auxiliary bases
- Can be built at war factory or naval yard

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
150%	200%	100%	0%	25%	25%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
25%	25%	10,000%	75%	N/A	5%

Terror Drone

Function: Antisurface scout	
Health: 50	
Cost: 600	
Build Time: 5 seconds	
Prerequisites: War Factory	
Movement Speed: 150 (125 in water)	
Vision Range: 100	
Shroud Clear: 500	
Crusher Level: N/A	
Crushable Level: 30	
Special Ability: Electro-Stasis Ray (no cooldown)	

Unit Overview

- Counts as infantry
- Strong against infantry
- Can burrow into ships and vehicles, inflicting steady damage from the inside
- Cannot be harmed once inside a ship or vehicle
- Infected ships and vehicles must receive repairs in order to remove terror drones
- Can immobilize enemy vehicles with Electro-Stasis Ray ability
- Unable to crush

Attack Stats		
Attack Type	Range	Damage
Sniper (vs. infantry)/Explosive (vs. vehicles)	200/50	50/25
AOE Radius	AOE Taper	Suppression (Ant, Rad, Dur)
N/A	N/A	N/A

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
125%	125%	125%	100%	100%	5%

V4 Rocket Launcher

Function: Heavy bombardment



Health: 400

Cost: 1,200

Build Time: 15 seconds

Prerequisites: Battle Lab

Movement Speed: 50

Vision Range: 500

Shroud Clear: 500

Crusher Level: 20

Crushable Level: 20

Special Ability: Multi-Warheads (toggle)

Unit Overview

- Strong against surface units and structures
- Cannot fire on aircraft
- Can obliterate base defenses from safe distances
- Can cause widespread mayhem via Multi-Warheads ability, which causes ordnance to split apart during flight

Attack Stats		
Attack Type	Range	Damage
Explosive	200-500	500 (100 x 10 bombs for MW)
AOE Radius	AOE Taper	Suppression (Ant, Rad, Dur)
40 (25 per MW bomb)	0 (25 per MW bomb)	N/A (25, 20, 5 sec per MW bomb)

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
125%	125%	125%	100%	100%	5%

Navy

The Soviet navy is one of the most basic, sporting just three unique vessels.



The Akula sub is an aquatic workhorse, slinking about beneath the surface like the Red October, largely undetectable until it at last surfaces to fire. Its guided torpedoes are the bane of many a hostile seafarer, and its unguided ultratorpedoes can devastate slower ships and nautical structures before they even know what's hit them.



Then there's the dreadnaught, a long-range heavy bombardment ship that's too eager to annihilate targets with its V4-like arcing rockets to even consider hiding undersea. Though costly and time-consuming to produce, dreadnaughts are far sturdier than their land-based counterparts, and they can employ Sacrificial Launchers to hasten the destruction of opposing bases (at a cost of internal damage).



Last but not least, the Russians inject a bit of versatility into their naval presence with the stingray,





a swift ship armed with twin Tesla cannons that can clamber ashore to zap foes on any terrain. However, these units are at their best when cruising the blue, as that's the only place where they can employ their Tesla Surge ability—a vicious attack that temporarily disables the stingray as it jolts the surrounding waters, shocking nearby ships for large amounts of damage.

Akula Sub

Function: Advanced antiarmor



Health: 1,250

Cost: 1,800

Build Time: 20 seconds

Prerequisites: Super-Reactor

Movement Speed: 75

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20

Special Ability: Ultratorpedoes
(60-second cooldown)

Unit Overview

- Strong against naval units
- Cannot fire on aircraft
- Remains hidden underwater until it surfaces to attack
- Standard torpedoes are powerful and will track mobile targets
- Can fire twin unguided ultratorpedoes that inflict immense damage on impact

Attack Stats

Attack Type	Range	Damage
Concussive	150 (100,000 for UT)	140 (400 for UT)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
15 (20 for UT)	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	100%	100%	75%	5%

Dreadnought

Function: Heavy bombardment ship



Health: 1,500

Cost: 2,000

Build Time: 30 seconds

Prerequisites: Battle Lab

Movement Speed: 50

Vision Range: 750

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 30

Special Ability: Sacrifice Launchers
(toggle)

Unit Overview

- Strong against surface units and structures
- Cannot fire on aircraft
- Rockets are slow but incredibly potent
- Can activate Sacrificial Launchers to fire three times faster than normal
- Suffers 50 damage per second while Sacrificial Launchers are employed

Attack Stats

Attack Type	Range	Damage
Explosive	200-750	200
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
40	0	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	100%	100%	75%	5%

Stingray

Function: Antisurface air transport



Health: 360

Cost: 1,000

Build Time: 10 seconds

Prerequisites: Naval yard

Movement Speed: 100 (50 on land)

Vision Range: 200

Shroud Clear: 500

Crusher Level: 10 (on land only)

Crushable Level: 20

Special Ability: Tesla Surge
(60-second cooldown)

Unit Overview

- Strong against surface units
- Cannot fire on aircraft
- Utilizes powerful Tesla weaponry to zap prey
- Can sprout legs and clamber ashore
- Can employ Tesla Surge ability to jolt surrounding waters, inflicting great damage to nearby foes
- Tesla Surge only available on water; briefly disables the stingray

Attack Stats

Attack Type	Range	Damage
Tesla	150 (75 radius for TS)	40 (200 for TS)
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	100%	100%	75%	5%

Aircraft

It takes the Soviets a good deal of time to ready their air fleet, but most commanders agree that the results are well worth the effort.



As if owning the most powerful vehicle unit weren't enough, the Reds also have access to the biggest and baddest aircraft of all: the awesome Kirov airship. Incredibly,

this monstrous war zeppelin has more health than any other unit or structure. However, all this padding comes at a price, as Kirovs are also the slowest of all units; without the aid of their Gastroburners (which cause steady damage while in use), Kirovs are even slower than MCVs and engineers. But these babies weren't built for speed; Kirovs are designed to drift over enemy forces and bases, deploying heavy bombs that inflict tremendous amounts of damage. Nothing can withstand these bombers' boom-showers.



The Russians' MiG fighters are the standard antiair fare and can quickly down hostile aircraft. Each Soviet airfield can support only four MiGs at a time, which must often return to dock and rearm. However, since these are the only units that require the use of Soviet hangars, this drawback isn't as annoying as it is for the Allies.



Not to be overlooked are twinblades, well-armed battle choppers that can quickly decimate surface targets with their furious blend of rockets and fast-firing autocannons. Nothing lasts long against even a small squadron of twinblades, which also serve as swift airborne troop transports. Unlike the Allies' century bomber (the only other flying

transport in *Red Alert 3*), twinblades deploy their passengers by touching down instead of paratropping; this quickly puts them right in the thick of things. In addition, twinblades are the only units capable of transporting vehicles—though they can't haul anything heavier than, say, a hammer tank or a V4 rocket launcher, and they can only shift one armor unit at a time.

Kirov Airship

Function: Heavy bomber



Health: 6,000

Cost: 2,500

Build Time: 25 seconds

Prerequisites: Battle Lab

Movement Speed: 30 (55 with Gastroburners)

Vision Range: 150

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Gastroburners (toggle)

Unit Overview

- Strong against surface units and structures
- Cannot fire on aircraft
- Automatically self-repairs 4 health per second
- Can activate Gastroburners ability for increased movement speed
- Suffers 200 damage per second while Gastroburners are engaged
- Kirovs appear on all players' radars while employing Gastroburners
- Upon destruction, becomes a falling hazard to surface-dwellers (see table)

Attack Stats

Attack Type	Range	Damage
Explosive	5	400
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
	50	N/A

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
200%	100%	1%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
200%	N/A	N/A	75%	N/A	5%

Death Weapon Stats			
Attack Type	Damage	AoE Radius	AoE Taper
Explosive	500	50	200

MiG Fighter

Function: Antiair jet



Health: 400

Cost: 1,000

Build Time: 10 seconds

Prerequisites: Airfield

Movement Speed: 225 (337.5 in Return to Base mode)

Vision Range: 400

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Return to Base (toggle; 30-second duration)

Unit Overview

- Strong against aircraft
- Cannot fire on surface targets
- Carries a limited supply of ammo and must return to a friendly airfield to rearm
- Automatically speeds up and returns to its native airfield when Return to Base ability is activated
- Upon destruction, becomes a falling hazard to surface-dwellers (see table)

Attack Stats		
Attack Type	Range	Damage
Flak	200	95
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
20	25	N/A

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
200%	100%	1%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
200%	N/A	N/A	75%	N/A	5%





Death Weapon Stats			
Attack Type	Damage	AoE Radius	AoE Taper
Explosive	150	20	0

Twinblade

Function: Antisurface air transport

Health: 600

Cost: 1,200

Build Time: 15 seconds

Prerequisites: Airfield

Movement Speed: 150

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Evacuate Passengers (no cooldown)

Unit Overview

- Strong against surface units and structures
- Cannot fire on aircraft
- Can store and transport friendly infantry and light-to-medium vehicles
- Upon destruction, becomes a falling hazard to surface-dwellers (see table)

Attack Stats		
Attack Type	Range	Damage
Rocket/Auto-Cannon	150/150	25/5
AoE Radius	AoE Taper	Suppression (Int, Rad, Dut)
20/-	0/-	10, 20, 1 sec/8, 20, 3 sec

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
200%	100%	1%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
200%	N/A	N/A	75%	N/A	5%

Death Weapon Stats

Attack Type	Damage	AoE Radius	AoE Taper
Explosive	150	20	0

Soviet Support Powers

The Reds' support powers primarily revolve around doling out fast, direct damage to their foes. Their vacuum imploder can cripple bases, particularly when pointed at vulnerable structures, such as those that supply power. Their Orbital Drop line of attacks function in a similar manner, and their damage output can be greatly enhanced after sucking up some foes with the magnetic satellite array (which are also awesome—steer the satellite's homing beacon about and you can yank up whole groups of slower, powerful ships and vehicles). On the flip side, the Iron Curtain is a great anti-superweapon support power, capable of deflecting devastating ultimate weapon strikes and the like by on-the-ball commanders.

Technology Weapons

Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
	Iron Curtain	N/A	Superweapon	N/A	None	20 seconds	N/A	100	N/A	180 seconds	Instantly kills all infantry in target area
	Vacuum imploder	N/A	Ultimate weapon	Explosive	None	8 seconds	45 every .25 seconds (1,440 total)	300	15	360 seconds	The Soviets' most devastating technological weapon

Top-Secret Protocols

Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
	Terror Drone Surprise	1-1	Vehicle upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	20% chance that a terror drone will appear each time a Soviet vehicle is destroyed
	Toxic Corrosion	1-2	Makes target poisonous	Radiation	N/A	Target's life span	150 per second to target and victims	25	N/A	150 seconds	Befouls a friendly vehicle, causing it to leak toxins that damage anything that touches them. Will eventually destroy the vehicle unless it receives repairs.
	Orbital Drop	1-3	Improvised bomb	Explosive	3 seconds	N/A	300 per satellite; 200 per refuse	75 (satellite)/20 (refuse)	75 (satellite)/0 (refuse)	180 seconds	Causes 3 small space satellites to plummet to earth, along with the remains of up to 3 enemy units that have been previously sucked up via magnetic satellite powers, inflicting widespread damage. Automatically destroys any aircraft in target zone.
	Orbital Dump	1-4	Improvised bomb	Explosive	6 seconds	N/A	500 per satellite; 200 per refuse	125 (satellite)/20 (refuse)	125 (satellite)/0 (refuse)	240 seconds	Causes 2 large space satellites to plummet to earth, along with the remains of up to 5 enemy units that have been previously sucked up via magnetic satellite powers, inflicting widespread damage. Automatically destroys any aircraft in target zone.



Top-Secret Protocols

Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AOE Radius	AOE Taper	Cooldown	Notes
	Orbital Downpour	1-5	Improvised bomb	Explosive	9 seconds	N/A	1,500 for the satellite; 200 per refuse	175 (satellite)/20 (refuse)	375 (satellite)/0 (refuse)	300 seconds	Causes 1 giant space satellite to plummet to earth, along with the remains of up to 7 enemy units that have been previously sucked up via magnetic satellite powers, inflicting widespread damage. Automatically destroys any aircraft in target zone.
	Cash Bounty	2-1	Insures units	N/A	None	30 seconds	N/A	100	N/A	120 seconds	Gives you 25% of the build cost of designated targets when they're destroyed
	Desolator Airstrike	2-2	Poisons area	Radiation	7 seconds	30 seconds	300 per second	150	N/A	180 seconds	Blankets target area in toxic waste that inflicts steady damage over time.
	Desolator Dual-Airstrike	2-3	Poisons area	Radiation	7 seconds	30 seconds	600 per second	150	N/A	180 seconds	Blankets target area with a double dose of toxic waste that inflicts steady damage over time.
	Desolator Delta-Airstrike	2-4	Poisons area	Radiation	7 seconds	30 seconds	900 per second	150	N/A	180 seconds	Blankets target area with a triple dose of toxic waste that inflicts steady damage over time.
	Mass Production	2-5	Economic upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Reduces all of your build costs by 25%; 5% for all your allies
	Grinder Treads	3-1	Vehicle upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Your vehicles gain 50% of the maximum health of each enemy they crush.
	Magnetic Satellite	3-2	Lifts vehicles away	Special	2 seconds	5 seconds	Insta-kill	30	N/A	120 seconds	Spawns a moveable tractor beam (speed 50) capable of sucking ships, vehicles, and Tesla troopers into space.
	Supermagnetic Satellite	3-3	Lifts vehicles away	Special	2 seconds	10 seconds	Insta-kill	40	N/A	150 seconds	Spawns a moveable tractor beam (speed 50) capable of sucking ships, vehicles, and Tesla troopers into space.
	Ultramagnetic Satellite	3-4	Lifts vehicles away	Special	2 seconds	15 seconds	Insta-kill	50	N/A	180 seconds	Spawns a moveable tractor beam (speed 50) capable of sucking ships, vehicles, and Tesla troopers into space
	Magnetic Singularity	3-5	Disrupts mobility	N/A	3 seconds	10 seconds	N/A	100	N/A	120 seconds	Spawns a black hole that sucks all vehicles and ships toward its center; disables all vehicles, ships, and structures; and kills all infantry. Useful for setting up direct-damage AoE strikes.

Top-Secret Protocols

Ministry of Experimental Science





★ Allies ★

Bent on ridding the world of its Soviet plague, the Allies have pooled together all of their technology and resources to form a highly advanced counter-coalition. Though capable of getting the job done with traditional force, the Allies tend to favor support units, countermeasures, and subterfuge. They've found there's no better way of combating the sheer aggression of their Russian adversaries.

Allied Structures

The Allies produce their structures a bit differently than the Soviets. Rather than selecting a structure and then choosing a spot to build it, Allied structures are built within the production queues themselves. After construction is complete, Allied commanders select their assembled structures from the build queue and choose where to place them on the field. The structure then appears, unpacking almost instantly. It takes some getting used to, but this method comes with a clear advantage: Allied buildings cannot be assaulted while in production.



Another key difference between Allied and Soviet structures lies in their repair methods. Rather than needing to place a special building to enable repairs, all Allied unit-production structures conveniently sport their own repair radars, automatically dispatching drones to fix any damaged ships, vehicles, or aircraft stationed nearby. The Allies' repair radars are quite small, however, and they don't provide the extra structure-production queues that the Soviets' crusher crane bestows.



Like the Soviets, all Allied buildings must be placed in close proximity to their construction yards and outposts—ground control is required to set structures down. However, the Allies' structures are actually linked to their construction yards and outposts, receiving technological boons as Heightened and Max Clearance upgrades are purchased. Only through researching these upgrades can the Allies gain access to their most advanced units.



Perhaps the Allies' single greatest advantage in terms of structure production is the speed in which they can throw down an air base. Allied commanders need only build a power plant in order to make their air bases available for production; they don't even have to build an ore refinery first. This has the obvious advantage of allowing the Allies to establish air superiority far earlier in a match than any other faction—an advantage that Allied commanders would be wise to exploit.



Both the Allies and the Soviets can build outposts and establish forward bases, but Allied outposts hail from their prospectors, meaning they can erect forward encampments a bit earlier in a conflict. (The Reds must build a naval yard or war factory in order to produce their base expansion vehicle, the Sputnik.) Allied outposts are also four times sturdier than their rivals'; this is fortunate, because if it is destroyed, any Heightened or Max Clearance benefits it had been bestowing to nearby structures are lost.



Lastly, the Allies have a leg up in the realm of base defense thanks to their multigunner turrets. These all-purpose wonders can be placed the moment they've got an ore refinery in the field, and they're effective against both surface and air targets. This greatly simplifies the task of laying down basic defenses, but that's not all: multigunner turrets can also support an infantry unit, and their defensive capabilities are enhanced based off the unit garrisoned within. (See the multigunner turret's section for complete details.)

Structure Armor

With the exception of fortress walls, all Allied structures share the following defense values. (See the "Fortress Wall" section for its defense stats.)

Structure Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	50%	0%	0%	100%	100%	100%	100%	100%	200%	N/A	0%

Production Structures

Air Base

Function: Aircraft Production

Size: Large

Health: 2,000

Cost: 1,000

Build Time: 15 seconds

Power: -50

Prerequisites: Power plant



Unit Overview

- Builds and deploys Allied aircraft
- Repairs and rearms docked aircraft
- Repairs all friendly ships, vehicles, and aircraft within repair radius

Armor Facility

Function: Vehicle production

Size: Large

Health: 2,500

Cost: 2,000

Build Time: 20 seconds

Power: -50

Prerequisites: Ore refinery



Unit Overview

- Builds and deploys Allied vehicles
- Repairs all friendly ships, vehicles, and aircraft within repair radius
- Cannot be built on water

purchased here, unlocking advanced technology (only affects nearby structures)

- Max Clearance can be purchased afterward, unlocking even more advanced tech (only affects nearby structures)
- Additional construction yards can be assembled for more production queues (build and unpack MCVs)
- Can be repacked into an MCV, then moved to establish forward bases
- Can be repacked to avoid being captured or infiltrated

Boot Camp

Function: Infantry production

Size: Medium

Health: 1,000

Cost: 500

Build Time: 10 seconds

Power: -25

Prerequisites: Construction yard



Unit Overview

- Trains and deploys Allied infantry
- Cannot be built on water

Construction Yard

Function: Production structure

Size: Huge

Health: 4,000

Cost: 5,000 (for MCV)

Build Time: 60 seconds (for MCV)

Power: +50

Special Abilities: Pack Up;
Heightened Clearance (1,500 cost; 15-second build time); Max Clearance (3,000 cost; 60-second build time)

Prerequisites: MCV



Unit Overview

- Allied MCV unpacks into this base-production structure
- Enables radar
- Provides power
- Provides one Production Structure queue
- Provides one Support Structure queue
- Heightened Clearance can be

Defense Bureau

Function: Technology structure

Size: Large

Health: 2,000

Cost: 1,500

Build Time: 10 seconds

Power: -75

Prerequisites: Air base, ore refinery



Unit Overview

- Unlocks advanced units and structures

Ore Refinery

Function: Resource structure

Size: Large

Health: 2,000

Cost: 2,000

Build Time: 20 seconds

Power: -50

Special Ability: Prospector

Prerequisites: Power plant





Unit Overview

- Processes and stores ore to fund the Allied war machine
- Comes with a prospector, allowing for the immediate gathering of resources
- Can build additional prospectors, allowing other structures to focus on military production

Power Plant

function: Power structure



Size: Medium

Health: 1,000

Cost: 800

Build Time: 10

Power: +100

Prerequisites: Construction yard

Unit Overview

- Provides power

Seaport

function: Navy production



Size: Large

Health: 2,500

Cost: 1,000

Build Time: 20 seconds

Power: -50

Prerequisites: Ore refinery

Unit Overview

- Builds and deploys Allied naval units
- Repairs all friendly ships, vehicles, and aircraft within repair radius
- Cannot be built on land

Support Structures

Chronosphere

function: Super-weapon



Size: Huge

Health: 4,000

Cost: 3,000

Build Time: 30 seconds

Power: -75

Prerequisites: Air base

Unit Overview

- Enables "chronosphere" support power (see "Allied Support Powers" section)

Fortress Wall

function: Defensive perimeter



Size: N/R

Health: 300

Cost: 10

Build Time: 5 seconds

Power: N/R

Prerequisites: Construction yard

Unit Overview

- Can be placed to fortify base defenses
- Cannot be built on water
- Each individual wall segment costs 10 ore
- Effective at halting ground forces, particularly engineers, infiltrators, and commandos

Multigunner Turret

function: Multirole base defense



Size: Small

Health: 1,000

Cost: 800

Build Time: 20 seconds

Power: -25

Vision Range: 300

Shroud Clear: 500

Special Ability: Evacuate Occupant

Prerequisites: Power plant

Unit Overview

- All-purpose defense system
- Weaponry changes when infantry is garrisoned inside (see table at bottom of page)

Attack Stats

Attack Type	Range	Damage
Rocket	300	50 (25 vs. all tanks and Assault Destroyers; 250 vs. infantry)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
10	N/A	10, 20, 1 sec/25, 10, 5 sec (alternating values)

Multigunner Turret Attacks

Occupant	Attack Type	Range	Damage	AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)	Notes
Conscript	Gun	300	4	N/A	N/A	N/A	Enhanced antisurface
Engineer (all 3 types)	Healing	25	5	N/A	N/A	N/A	Auto-heals multigunner turret and nearby friendlies
Flak trooper	Flak	300	30	15	0		Enhanced antiair
Imperial warrior	Gun	300	8	N/A	N/A	N/A	Enhanced antisurface
Javelin soldier	Rocket	300	30	5	N/A	0, 20, 5s / 2, 20, 3s (alternating values)	Enhanced antisurface/air
Natasha	Sniper	300 (+200 line)	1,000	5 wide, 200 overshoot	N/A	N/A	Enhanced antisurface
Peacekeeper	Auto-cannon	300	40	155	25	N/A	Enhanced antisurface
Shinobi	Sniper	300	500	N/A	N/A	N/A	Enhanced antisurface
Spy	Sniper	300	30	N/A	N/A	N/A	Enhanced antisurface
Tankbuster	Rocket	300	100	N/A	N/A	N/A	Enhanced antisurface
Tanya	Sniper	300	100	N/A	N/A	N/A	Enhanced antisurface
Tesla trooper	Tesla	300	100	N/A	N/A	N/A	Enhanced antisurface
Yuriko Omega	Crush	300	Rapidly drains health regardless of armor	N/A	N/A	N/A	Enhanced antisurface/air

Proton Collider

Function: Ultimate weapon



Size: Huge

Health: 4,000

Cost: 5,000

Build Time: 30 seconds

Power: -75

Prerequisites: Defense Bureau

Unit Overview

- Enables the use of “proton collider” support power (see “Allied Support Powers” section)

Spectrum Tower

Function: Advanced base defense



Size: Medium

Health: 1,500

Cost: 1,200

Build Time: 30 seconds

Power: -75

Vision Range: 350

Shroud Clear: 500

Prerequisites: Defense bureau, power plant

Unit Overview

- Strong against surface units
- Cannot fire on aircraft
- Damage output is increased when up to two other spectrum towers are placed nearby

Attack Stats

Attack Type	Range	Damage
Prism	350	300 (50% bonus when supported by another nearby spectrum tower; 600 damage cap)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	10, 20, 3 seconds

Other Structures Command Hub

Function: Expansion structure



Size: Small

Health: 2,000

Cost: 1,400 (for prospector)

Build Time: 20 seconds (for prospector)

Power: N/A

Special Ability: Heightened Clearance (1,500 cost; 15-second build time); Max Clearance (3,000 cost; 60-second build time)

Prerequisites: Prospector

Unit Overview

- Prospector vehicle unpacks into this structure
- Once unpacked, command hub provides a large build radius for structure placement
- Enables the construction of auxiliary bases and forward outposts
- Heightened Clearance can be purchased here, unlocking advanced technology (only affects nearby structures)
- Max Clearance can be purchased afterward, unlocking even more advanced tech (only affects nearby structures)

Allied Units

Though most Allied units are unable to match the Russians’ raw damage output and durability, many have extremely useful abilities that seasoned commanders will exploit to knock their opponents off-balance and generally ruin their day.

Infantry



Though he doesn’t pack a pistol, the Allied engineer can capture structures just as easily as his Soviet counterpart, and he can erect first-aid tents that rapidly heal friendly infantry standing nearby. This can be a great advantage when Allied enemies face swarms of foot soldiers.



The Allies’ javelin soldier can bring down enemy aircraft and punch through vehicle armor with impressive speed. A good-size squad of these fearless troopers can be tough to handle if the enemy isn’t expecting them, and even the Soviet’s mighty Kirovs will quickly fall to their rockets when Laser-Guided mode is employed.



Though their standard weaponry doesn’t match up to their rivals’ counterparts when firing from range, peacekeepers are the best antigarrison troops around. When

FACTIONS

Allies



your ally has hunkered down in a cityscape, simply advance a team of peacekeepers with their riot shields held high. Watch as your men storm through each building, clearing them all with little incident.



Spies are lots of fun. They carry no weaponry, but that doesn't mean they can't ruin their enemy's day. These infiltrators enjoy disguising themselves as enemy infantry, slipping into rival bases without fear of being fired upon. Once they're moving among the enemy, spies can bribe nearby hostile units, spending a bit of cash to instantly and permanently turn them all to his commanders' side. Spies can also infiltrate enemy buildings, temporarily disabling them. The possibilities are limitless.



Spies are next to invulnerable while disguised—until enemy scout units detect them. Beware of the following units; each one can sniff out a disguised spy (using the Bribe ability breaks a spy's disguise as well):

- Soviet war bears
- Allied attack dogs
- Imperial burst drones



The only chink in the Allies' infantry armor is found in their commando unit, Tanya, who really doesn't measure up to her rival counterparts. Though deadly toward infantry, Tanya must get up close to have any real effect against ships, structures, and vehicles, and this often places her in harm's way. Her Timebelt ability can quickly pull her out of a pinch, but what sort of commando would flee from her foes? If only it could snap her forward through time as well....

Attack Dog

Function: Anti-infantry scout

Health: 30

Cost: 200

Build Time: 2 seconds

Prerequisites: Boot Camp

Movement Speed: 100 (75 in water)

Vision Range: 200

Shroud Clear: 750

Crusher Level: N/A

Crushable Level: 10

Special Ability: Amplified Bark (60-second cooldown)



Unit Overview

- Strong against infantry
- Cannot attack aircraft
- Immune to suppression
- Detects disguised units, causing them to lose their disguise
- Can stun nearby infantry for 10 seconds with Amplified Bark ability, making them easy prey

Attack Stats

Attack Type	Range	Damage
Melee	30	200
AoE Radius	AoE Taper	Suppression (amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
150%	150%	100%	100%	10%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
10%	100%	1,000%	50%	N/A	100%

Engineer

Function: Field support

Health: 50

Cost: 500



Build Time: 10 seconds

Prerequisites: Boot camp

Movement Speed: 40

Vision Range: 100

Shroud Clear: 100

Crusher Level: N/A

Crushable Level: 10

Special Ability: First-Aid Tent

Unit Overview

- Unarmed and defenseless
- Can capture hostile and neutral structures for a variety of benefits
- Can capture friendly structures to instantly repair
- Can unpack a makeshift first-aid tent that heals 10 percent health per second to nearby friendly infantry
- After unpacking first-aid tent, engineer becomes immobile and immune to Amplified Bark/Roar and Bribe abilities, and takes only 20 percent damage

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
150%	150%	100%	100%	20%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%	100%	1,000%	100%	N/A	100%

Javelin Soldier

Function: Antiarmor/ antiaircraft

Health: 100

Cost: 400

Build Time: 5 seconds

Prerequisites: Boot camp

Movement Speed: 50

Vision Range: 175

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 10

Special Ability: Laser-Guided mode (toggle)



Unit Overview

- Strong against vehicles and aircraft
- Can enter Laser-Guided mode to fire faster and more powerful missiles, at the cost of a slower initial target lock (3.5 seconds)

Attack Stats

Attack Type	Range	Damage
Rocket	175 (300 vs. air; 50-250 in LG mode)	25 (40 in LG mode)
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
5	N/A	10, 20, 5 sec (2, 20, 3 sec in LG mode)

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
150%	150%	100%	100%	10%	20%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
10%	100%	1,000%	100%	5,000%	N/A

Peacekeeper

Function: Anti-infantry/ antigarrison

Health: 150

Cost: 200

Build Time: 5 seconds

Prerequisites: Boot camp

Movement Speed: 50 (25 when using Riot Shield)

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A



Crushable Level: 10

Special Ability: Riot Shield (toggle)

Unit Overview

- Strong against infantry
- Cannot fire on aircraft
- Can instantly clear structures garrisoned by hostile infantry by entering them
- Shotgun weaponry is most effective at close range
- Riot Shield ability enhances defense, helping peacekeepers close in for the kill
- Immune to suppression while employing the Riot Shield

Attack Stats

Attack Type	Range	Damage
Gun	150	40
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%/20%	150%/20%	100%/5%	100%/0%	20%/5%	10%/5%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%/5%	100%/5%	1,000%/20%	100%/5,000%	N/A	100%/100%

Spy

Function: Infiltrator



Health: 75

Cost: 1,000

Build Time: 10 seconds

Prerequisites: Heightened Clearance

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 10

Special Ability: Bribe (1,000 cost; 10-second cooldown)

Unit Overview

- Unarmed and defenseless
- Can disguise self as enemy infantry to aid in infiltration
- Cannot be targeted while disguised
- Can enter and sabotage enemy structures to temporarily disable them (not base defenses)
- Can bribe nearby surface hostiles, instantly placing them under control of the spy's commander
- Use of Bribe ability sheds the spy's disguise; immobilizes for 3.6 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	150%	100%	100%	20%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%	100%	1,000%	100%	N/A	100%



Enemy scout units can sniff out spies, causing them to lose their disguise.



The following units cannot be bribed:

- Attack dogs/war bears
- Commandos
- Dolphins
- Ore collectors/prospectors
- Heroic-rank units



Tanya

Function: Commando



Health: 300

Cost: 2,000

Build Time: 30 seconds

Prerequisites: Max Clearance

Movement Speed: 55

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 50

Special Ability: Timebelt (30-second cooldown)

Unit Overview

- Strong against infantry
- Cannot fire on aircraft
- Immune to Amplified Bark/Roar abilities
- Can destroy ships, vehicles, and structures with C4 explosives (must advance to place charges)
- Can use Timebelt ability to snap back several moments in time, potentially saving Tanya from disaster
- Cannot destroy walls

Attack Stats

Attack Type	Range	Damage
Sniper	140	100
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	25, 10, 5 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	200%	12%	100%	20%	10%
Cannon	Prism	Testa	Explosive	Concussive	Radiation
25%	100%	1,000%	50%	N/A	100%

Vehicles

The Allies' weakest military branch is probably their armor division. This is due in large part to the limited amount of actual armor (or rather, health) each vehicle owns. Though capable of bringing forth just as much firepower as the Soviets or Imperials, Allied

vehicles are flimsy in comparison. None can boast anything near the sort of resilience found in the apocalypse tank or King Oni.



The Allies don't rely on straightforward aggression; their strength lies in support abilities and counter-measures. The Athena cannon is a prime example of this: Although Allied vehicles may not last long against direct fire, this long-range bombardment unit's Aegis Shield ability helps keep them in the fight. Once activated, it blankets nearby friendlies in a long-lasting, quick-to-regenerate barrier that completely blocks up to 2,000 points of damage before faltering. When not employing this valuable ability, Athena cannons are free to do what they do best: sighting remote targets for rapid obliteration.



The Athena's only drawback is that it sights targets on a horizontal. This means walls and obstacles can really hamper its ability to perform.



The mirage tank's massive spectrum cannons make it the Allies' most powerful direct-combat vehicle, with a damage output that rivals the

Soviets' mighty apocalypse. Mirage tanks can only withstand a fraction of the punishment those behemoths can soak up, but they also enjoy the awesome ability to cloak nearby friendlies, making them invisible and therefore cannot be targeted. Mirage tanks also blend into their surroundings while idle, allowing Allied commanders to advance them into the field, then leave them in position to flank hostile passersby.



The Allies' most versatile unit is the multigunner IFV, which functions in many ways like a super-mobile multigunner turret. Alone, the unit is quite powerful against aircraft and vehicles, but it becomes far more threatening once an infantry unit hops in for a spin. Browse the IFV's section for complete details on the many different attacks and abilities it gains based on its passenger.



Riptide ACVs are the Allies' primary troop transports, able to shuttle infantry across both land and sea. They're also the Allies' most effective anti-infantry vehicle, and they can be quite effective against ships when battling along the blue. Many commanders make the mistake of overlooking these versatile watercraft when they should be seeking out ways of including them in their plans.

Athena Cannon

Function: Heavy bombardment



Health: 400

Cost: 1,400

Build Time: 20 seconds

Prerequisites: Max Clearance

Movement Speed: 50

Vision Range: 500

Shroud Clear: 500

Crusher Level: 20

Crushable Level: 20

Special Ability: Aegis Shield (20-second cooldown)

Unit Overview

- Strong against surface units and structures
- Cannot fire on aircraft
- Can obliterate base defenses from safe distances
- Can activate Aegis Shield, generating a temporary protective barrier that absorbs up to 2,000 damage

Attack Stats

Attack Type	Range	Damage
Explosive	200-500	600
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
IO (50-200 for AS)	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
125%	125%	100%	100%	100%	5%

Guardian Tank

Function: Antiaircraft tank



Health: 480

Cost: 950

Build Time: 10 seconds

Prerequisites: Heightened Clearance

Movement Speed: 80

Vision Range: 200

Shroud Clear: 500

Crusher Level: 20

Crushable Level: 20

Special Ability: Target Painter (toggle)

Unit Overview

- Strong against vehicles
- Cannot fire on aircraft
- Can pinpoint foes with Target Painter ability, increasing the damage they suffer by 50 percent

Attack Stats

Attack Type	Range	Damage
Cannon	150 (300 in TP mode)	60
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	10, 20, 3 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	25%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	100%	100%	100%	100%	5%



Function: Mobile construction vehicle



Health: 5,000

Cost: 5,000

Build Time: 60 seconds

Prerequisites: Armor facility or seaport

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: 30 (on land only)

Crushable Level: 31

Special Ability: Unpack

Unit Overview

- Weaponless and defenseless
- Unpacks into construction yard structure
- Construction yard provides a large area of ground control, one Production Structure queue, and one Support Structure queue
- Can be built at armor facility or seaport

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
125%	125%	100%	100%	100%	5%

Mirage Tank

Function: Advanced strike tank



Health: 500

Cost: 1,600

Build Time: 15 seconds

Prerequisites: Max Clearance

Movement Speed: 80

Vision Range: 200

Shroud Clear: 500

Crusher Level: 20

Crushable Level: 20

Special Ability: Gap Generator (toggle)

Unit Overview

- Strong against vehicles
- Main attack has a reflect attack (see Attack Stats table)
- Cannot fire on aircraft
- Tank automatically becomes disguised as a nearby environmental prop while idle
- Can activate Gap Generator to cloak nearby friendly units
- Cannot fire or self-cloak while Gap Generator is active
- Cannot be cloaked by other mirage tanks while employing Gap Generator

Attack Stats

Attack Type	Range	Damage
Prism	125 (125 reflect; 150 H reflect #1; 75 H reflect #2)	200 (250 H; 25 reflect; 40 H reflect #1; 20 H reflect #2)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	10, 20, 3 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	25%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	100%	100%	100%	100%	5%



Multigunner IFV

Function: Antiair/anti-infantry support



Health: 360

Cost: 900

Build Time: 10 seconds

Prerequisites: Armor facility

Movement Speed: 120

Vision Range: 200 (300 vs. aircraft)

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20

Special Ability: Evacuate Passenger (no cooldown)

Unit Overview

- Strong against surface targets and aircraft
- Can store and carry one infantry unit
- Gains additional weaponry based on infantry passenger (see table at bottom of page)
- Unable to crush

Attack Stats		
Attack Type	Range	Damage
Rocket	150 (300 vs. air)	10 (12.5 vs. peacekeepers; 25 vs. air)
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
5/10	0/0	10, 20, 1 sec/2, 20, 3 sec (alternating values)

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	150%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
170%	170%	170%	100%	N/A	5%

Prospector

Function: Resources and base expansion



Health: 500

Cost: 1,400

Build Time: 20 seconds

Prerequisites: Armor facility or seaport

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: 20 (on land only)

Crushable Level: 20

Special Ability: Unpack

Unit Overview

- Weaponless and defenseless
- Gathers ore to process and store at the nearest ore refinery
- Each ore refinery comes with one prospector for immediate resource gathering
- Carries loads of up to 250 ore

- Can be built at ore refinery, armor facility, or seaport
- Can unpack into a command hub, providing ground control for forward base establishment

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	150%	100%	100%	5%

Riptide ACU

Function: Antisurface troop carrier



Health: 500

Cost: 900

Build Time: 10 seconds

Prerequisites: Armor facility or seaport

Movement Speed: 90

Vision Range: 200

Shroud Clear: 500

Crusher Level: 1 (on land only)

Crushable Level: 20

Special Ability: Evacuate Passengers (no cooldown)

Unit Overview

- Strong against surface units
- Cannot fire on aircraft

Multigunner Turret Attacks

Occupant	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)	Notes
Attack dog/war bear	Stun	150	N/A	5	N/A	N/A	5-second duration; cannot garrison multigunner turret
Conscript	Gun	300	4	N/A	N/A	N/A	Enhanced antisurface
Engineer (all 3 types)	Healing	25	5	N/A	N/A	N/A	Auto-heals multigunner turret and nearby friendlies
Flak trooper	Flak	300	30	15	0	N/A	Enhanced antiair
Imperial warrior	Gun	300	8	N/A	N/A	N/A	Enhanced antisurface
Javelin soldier	Rocket	300	30	5	N/A	0, 20, 5s / 2, 20, 3s (alternating values)	Enhanced antisurface/air
Natasha	Sniper	300 (+200 line)	1,000	5 wide, 200 overshoot	N/A	N/A	Enhanced antisurface
Peacekeeper	Auto-cannon	300	40	155	25	N/A	Enhanced antisurface
Shinobi	Sniper	300	500	N/A	N/A	N/A	Enhanced antisurface
Spy	Sniper	300	30	N/A	N/A	N/A	Enhanced antisurface
Tankbuster	Rocket	300	100	N/A	N/A	N/A	Enhanced antisurface
Tanya	Sniper	300	100	N/A	N/A	N/A	Enhanced antisurface
Tesla trooper	Tesla	300	100	N/A	N/A	N/A	Enhanced antisurface
Yuriko Omega	Crush	300	Rapidly drains health regardless of armor	N/A	N/A	N/A	Enhanced antisurface/air

- Has potent nautical attacks that can strike submerged vessels
- Can store and transport up to five infantry units
- Passengers may only be deployed on dry land
- Can be produced at armor facility or seaport

Attack Stats		
Attack Type	Range	Damage
Auto-cannon (land and water)/concussive (water only)	150/150	8/40
AOE Radius	AOE Taper	Suppression (amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	150%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
170%	170%	170%	100%	N/A	5%

Navy

The Allies enjoy a balanced naval force that isn't quite a match for the Empire of the Rising Sun's imposing fleet, but it certainly affords them more tactical options than their Russian rivals.



Let's start with the Allies' big guns in the water: the aircraft carrier. This massive vessel attacks by dispatching multiple flying drones, each one armed with a potent air-to-surface bomb that they deploy with flawless precision. The aircraft carrier enjoys the greatest attack range of any unit in the game, often confusing rookie commanders when they see so many flying drones headed their way but can't identify the source. The aircraft carrier's awesome special ability, the Blackout Missile, has a fantastic

range and temporarily shuts down all ships, vehicles, and structures within its blast radius. This bombardment unit's only flaws are its drones can be shot down by antiair defenses, and they must return to the aircraft carrier to dock and rearm between each run.



Following closely behind the aircraft carrier is the Allies' assault destroyer, a rugged battleship that can deploy tank treads when the time comes to bring the fight onto dry land. In fact, though produced at the seaport, the assault destroyer serves as the Allies' heaviest land vehicle, sporting thick armor and doling out punishment to all surface threats. Like Athena cannons, assault destroyers can assist their fellow combatants by activating their Black Hole Armor, a special ability that bolsters the destroyer's defense while simultaneously drawing all incoming hostile fire.



Not to be overlooked are dolphins, little sea scouts that are also the fastest naval units around. They're equally quick to train and make for fantastic early game rushers; even a small group of dolphins can quickly bring ruin to an enemy's navy-production facility if left unguarded.



Last but far from least, hydrofoils are the bane of everything that flies over Allied waters. Though unable to fire on nautical threats, the hydrofoil has busy auto-cannons that can cut through all airborne targets with frightening speed. When faced with a more powerful hostile, hydrofoils can instantly switch to using a weapon jammer that completely prevents a foe from attacking—be it a surface-dweller, an aircraft, or a stationary defense turret. Hydrofoils make for fantastic escorts, so Allied commanders should keep a few of these worthy craft on hand at all times.

Aircraft Carrier

Function: Heavy bombardment ship



Health: 1,500

Cost: 2,000

Build Time: 30 seconds

Prerequisites: Max Clearance

Movement Speed: 60

Vision Range: 1,000

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 30

Special Ability: Blackout Missile (60-second cooldown)

Unit Overview

- Strong against surface units and structures
- Cannot target aircraft
- Attacks by launching squadrons of air-to-surface combat drones
- Each drone deploys a bomb against a target, then retreats to rearm



- Can launch a special Blackout Missile that temporarily disables ships, vehicles, and structures caught in the blast

Attack Stats		
Attack Type	Range	Damage
Explosive	200-1,000 (200-850 for BM)	150 (per drone missile)
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
15 (150 for BM)	0	10, 20, 1 second

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	100%	100%	75%	5%

Assault Destroyer



Function: Advanced antiaarmor

Health: 1,200

Cost: 1,800

Build Time: 20 seconds

Prerequisites: Heightened Clearance

Movement Speed: 75 (50 on land)

Vision Range: 200

Shroud Clear: 500

Crusher Level: 30 (on land only)

Crushable Level: 31

Special Ability: Black Hole Armor (toggle)

Unit Overview

- Strong against vehicles and naval units
- Can fire on submerged vessels
- Cannot fire on aircraft
- Can supercharge defensive strength via Black Hole Armor ability, reducing damage by 25 percent
- Draws incoming fire while employing Black Hole Armor, thereby protecting nearby friendlies
- Cannot attack while Black Hole Armor is employed

Attack Stats

Attack Type	Range	Damage
Cannon	150	120
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	10, 20, 3 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	25%	0%	0%	100%	150%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	100%	100%	100%	50%	5%

Dolphin



Function: Antiship scout

Health: 300

Cost: 750

Build Time: 10 seconds

Prerequisites: Seaport

Movement Speed: 150

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20

Special Ability: High Jump (20-second cooldown)

Unit Overview

- Strong against naval units
- Cannot attack aircraft
- Can leap out of water via High Jump ability to avoid surface attacks
- Counts as infantry

Attack Stats

Attack Type	Range	Damage
Concussive	100	50
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
10 (line)	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
20%	100%	N/A	0%	100%	200%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
125%	75%	90%	100%	100%	100%

Hydrofoil



Function: Antiair ship support

Health: 400

Cost: 900

Build Time: 10 seconds

Prerequisites: Seaport

Movement Speed: 125

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20

Special Ability: Weapon Jammer (toggle)

Unit Overview

- Strong against aircraft
- Cannot fire on surface targets
- Can prevent a target from attacking via Weapon Jammer ability
- Weapon Jammer works against all units and base defenses

Attack Stats

Attack Type	Range	Damage
Auto-Cannon	300 (same for WJ)	15
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	100%	100%	75%	5%

Aircraft

At last, we come to the Allied army's true strength: their dominating air force. No other faction can deploy air units with the speed and ferocity of the Allies. Air bases can be placed even before ore refineries, enabling Allied commanders to fill the skies with cryocopters and vindicators while their rivals are still trying to get a ground force rolling.



Apollo fighters are excellent antiair jets, though you likely won't need them until the later stages of a conflict. They require the use of an air base's hangar in order to dock and rearm, so it's best to build a separate air base for Apollos—that is, assuming your adversary survives long enough to amass an air force of their own.



Century bombers are the next-best things to Kirovs, enjoying sturdy armor and far greater flight speed than their Soviet counterparts. However, centuries carry a limited supply of antisurface bombs, and like Apollos, they require air base space to dock and rearm between bombing runs. Many commanders will fill their initial air base with vindicators first, using them for early match attacks while teching up to these more advanced fliers.



The only Allied aircraft that don't hog up hangars are also the Allies'

most versatile air units: cryocopters. These support choppers weren't built for direct combat; instead, they're armed with high-tech freeze rays that do little damage to targets but have the awesome effect of completely disabling whatever they strike. Cryocopters can freeze absolutely anything, from monstrous tanks and battleships to base defenses, production structures, and even power generators. When used skillfully, their effects can be totally debilitating, even though cryocopters rely on conventional forces to finish what they've frozen.

In addition, cryocopters can zap targets with a special S.H.R.I.N.K. beam that shrinks enemies. Shrunken units suffer reduced damage output and vision range, and they're easily crushed by vehicles. They do gain a few advantages, however—namely increased movement and firing speed.



The first aircraft most commanders will fill their hangars with are vindicators: light, tactical bombers that are useful for knocking out vulnerable structures early in a match, such as enemy power generators. With a full wing of vindicators and by purchasing the Aeronautics upgrade (an early access top-secret protocol), no standard power generator is safe from destruction. Vindicators often don't last long, but you'll eventually want to repurpose your hangars for century bombers anyway.

Apollo fighter



Function: Antiair jet

Health: 500

Cost: 1,000

Build Time: 10 seconds

Prerequisites: Air base

Movement Speed: 250 (375 in Return to Base mode)

Vision Range: 400

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Return to Base (toggle)

Unit Overview

- Strong against aircraft
- Cannot fire on surface targets
- Can return to air base for repairs
- Carries a limited supply of ammo and must occasionally return to air base to rearm
- Automatically speeds up and returns to its native air base when Return to Base ability is activated
- Upon destruction, becomes a falling hazard to surface-dwellers (see table)

Attack Stats

Attack Type	Range	Damage
Auto-Cannon	200	20
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Rak
200%	100%	1%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
200%	N/A	N/A	75%	N/A	5%

Death Weapon Stats

Attack Type	Damage	AOE Radius	AOE Taper
Explosive	150	20	0



Century Bomber

Function: Heavy bomber/troop carrier

Health: 1,000

Cost: 2,000

Build Time: 20 seconds

Prerequisites: Max Clearance

Movement Speed: 150

Vision Range: 150

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Paradrop (no cooldown)



Unit Overview

- Strong against surface units and structures
- Cannot fire on aircraft
- Deploys bombs in a long line for devastating but imprecise carpet-bomb effect
- Carries a limited supply of bombs and must return to air base to rearm
- Can return to air base for repairs
- Can store and transport up to five infantry units, paratropping them off where desired
- Upon destruction, becomes a falling hazard to surface-dwellers (see table)

Attack Stats					
Attack Type	Range	Damage			
Explosive	50	250			
AOE Radius	AOE Taper	Suppression (amt, Rad, Dur)			
25	0	N/A			

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	125%	1%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	N/A	N/A	75%	N/A	5%

Death Weapon Stats			
Attack Type	Damage	AOE Radius	AOE Taper
Explosive	300	50	0

Cryocopter

Function: Special weapons support

Health: 750

Cost: 1,600

Build Time: 15 seconds

Prerequisites: Heightened Clearance

Movement Speed: 150

Vision Range: 300

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: S.H.R.I.N.K. Beam (10-second cooldown)



Unit Overview

- Can freeze surface units and structures, completely disabling them
- Can fire a S.H.R.I.N.K. beam that reduces ground units to half-size for 20 seconds
- Shrunken foes' crushable level is reduced to 1, but movement and firing speed is tripled
- Shrunken foes' vision range is reduced to 40 percent
- Shrunken foes' attack damage and shroud clear are both reduced to 25 percent
- Upon destruction, becomes a falling hazard to surface-dwellers (see table)

Attack Stats					
Attack Type	Range	Damage			
Special (Freeze Ray)	150 (300 for SB)	75 (N/A for SB)			
AOE Radius	AOE Taper	Suppression (amt, Rad, Dur)			
N/A	N/A	N/A			

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
200%	100%	1%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
200%	N/A	N/A	75%	N/A	5%

Death Weapon Stats			
Attack Type	Damage	AOE Radius	AOE Taper
Explosive	150	20	0

Vindicator

Function: Antisurface bomber

Health: 350

Cost: 1,200

Build Time: 15 seconds

Prerequisites: Air base



Movement Speed: 180 (270 in Return to Base mode)

Vision Range: 150

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Return to Base

Unit Overview

- Strong against surface units
- Unable to fire on aircraft
- Can return to air base for repairs
- Carries a limited supply of bombs and must return to air base to rearm
- Automatically speeds up and returns to its native air base when Return to Base ability is activated
- Upon destruction, becomes a falling hazard to surface-dwellers (see table)

Attack Stats

Attack Type	Range	Damage	
		120 (33.6 vs. resource collectors; 90 vs. ore refineries and antiair ships/vehicles; 60 vs. commandos)	
Explosive	100		Suppression (amt, Rad, Dur)
AOE Radius	AOE Taper		10, 20, 1 second

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
200%	100%	1%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
200%	N/A	N/A	75%	N/A	5%

Death Weapon Stats

Attack Type	Damage	AOE Radius	AOE Taper
Explosive	150	20	0

Allied Support Powers

In keeping with their support-based, counter-ops nature, few Allied support powers focus on dealing direct damage. Instead, most are used to bolster their forces in a variety of ways. The Aeronautics upgrade is a fantastic early purchase, enhancing your aircraft's health and weapon loadouts and reducing their reload times. Time bombs can be used to cripple bases and outposts or simply to distract the enemy while you move forces against another target. The Cryoshot and Chrono Rift lines can be extremely effective, and their brief cooldown times mean they'll be available more often than not. The proton collider is the standard superweapon fare, but the chronosphere is quite different, enabling Allied commanders to instantly ferry whole armies to any region of the battlefield—this is extremely useful for staging surprise assaults or for times when you need to quickly shift a force to erect or defend forward outposts. Options abound for the wily Allied commander; browse the following tables and see for yourself.

Technology Weapons											
Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
	Chrono-sphere	N/A	Superweapon	N/A	N/A	N/A	N/A	100	N/A	180 seconds	Instantly teleports selected units to any target location on the battlefield. Kills any infantry chosen for transport. Transported vehicles will crush any infantry they land atop.
	Proton collider	N/A	Ultimate weapon	Explosive	N/A	N/A	400 per rod	250	200 per rod	360 seconds	The Allies' most powerful technological weapon. Fires five rods at the target site, each one dealing immense damage.

Top-Secret Protocols											
Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
	Advanced Aeronautics	1-1	Aircraft upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Increases ammo capacity and reload times for century bombers and vindicators; also increases all aircrafts' health and shroud-clearing by 25%
	Surgical Strike	1-2	Tactical bomb	Explosive	3 seconds	N/A	575 (431.25 vs. resource collectors)	50	N/A	120 seconds	Deploys a single tactical bomb on target location
	Time Bomb	1-3	Matter-transported ordnance	Explosive	7 seconds	N/A	750 (375 vs. resource collectors)	150	300	120 seconds	Spawns a ticking time bomb that has 500 health and can be destroyed prior to detonation
	Deluxe Time Bomb	1-4	Matter-transported ordnance	Explosive	12 seconds	N/A	1,000	200	600	240 seconds	Spawns a ticking time bomb that has 1,000 health and can be destroyed prior to detonation
	Supreme Time Bomb	1-5	Matter-transported ordnance	Explosive	22 seconds	N/A	1,500	250	900	360 seconds	Spawns a ticking time bomb that has 2,000 health and can be destroyed prior to detonation
	Surveillance Sweep	2-1	Field recon	N/A	N/A	Normal shroud-clear	N/A	300	N/A	120 seconds	Clears away shroud in a line with a 300 radius between two chosen locations
	Chrono Rift	2-2	Banishes targets	N/A	5 seconds	15 seconds	N/A	100	N/A	120 seconds	Phases units and structures in target area out of existence for 10 seconds; targets fade back in for 5 seconds, during which time they cannot act but can be attacked
	Chrono Chasm	2-3	Banishes targets	N/A	5 seconds	20 seconds	N/A	150	N/A	120 seconds	Phases units and structures in target area out of existence for 15 seconds; targets fade back in for 5 seconds, during which time they cannot act but can be attacked



Top-Secret Protocols

Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
	Chrono Fissure	2-4	Banishes targets	N/A	5 seconds	25 seconds	N/A	250	N/A	120 seconds	Phases units and structures in target area out of existence for 20 seconds; targets fade back in for 5 seconds, during which time they cannot act but can be attacked
	Free Trade	2-5	Economic upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Increases your resource collectors' ore capacities by 25% and your allies' by 5%
	High Technology	3-1	Support upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Increases unit abilities: attack dog's Amplified Bark effect lasts 50% longer; guardian tanks's Target Painter causes prey to suffer 100% more damage; aircraft carrier's Blackout Missile lasts 3 seconds longer; cryocopter freeze ray deals 100 damage and S.H.R.I.N.K. effect lasts 4 seconds longer
	Chrono Swap	3-2	Switch positions	N/A	N/A	N/A	N/A	N/A	N/A	120 seconds	Causes any two of your units to switch places. There's a 1-second fade-in time for every 250 range teleported
	Cryoshot	3-3	Freezes area	Special (Freeze)	3 seconds	4 seconds	75 every .2 seconds (1,500 total)	65	25 every .2 seconds (500 total)	120 seconds	Temporarily freezes all units and structures in target area for damage; frozen objects will shatter under any normal ballistic-type attacks
	Cryoblast	3-4	Freezes area	Special (Freeze)	3 seconds	6 seconds	75 every .2 seconds (2,250 total)	100	25 every .2 seconds (750 total)	140 seconds	Temporarily freezes all units and structures in target area for damage; frozen objects will shatter under any normal ballistic-type attacks
	Cryogeddon	3-5	Freezes area	Special (Freeze)	3 seconds	8 seconds	75 every .2 seconds (3,000 total)	150	25 every .2 seconds (1,000 total)	180 seconds	Temporarily freezes all units and structures in target area for damage; frozen objects will shatter under any normal ballistic-type attacks

Top-Secret Protocols Futuretech Advanced Research



★ Empire of the Rising Sun ★

Birthed by the Soviets' incessant meddling with the space-time continuum, the Empire of the Rising Sun is a hyper-advanced faction that boasts the greatest technological advancements known to mankind. The Imperial army floods the battlefield with all manner of robotic machinery, transforming many of their units at a whim to serve the needs of their honored commanders. Driven by an unshakable belief in their divine destiny, the empire will stop at nothing in their quest to secure their place in history as the greatest superpower the world has ever known.

Imperial Structures

The Empire of the Rising sun is the only faction not beholden to ground control. This is an incredible advantage for them, as it enables their commanders to deploy structures and base defenses wherever they please, with no limitations as to how far or fast they may expand their base.



Since ground control is not a factor for the empire, they possess no outpost-building units.



Imperial structures begin as nanocores produced at the construction yard. It takes just seconds to build each of these mobile, defenseless vehicles, which must then be told where to unpack themselves. Once given the order, a nanocore sets off to its destination and begins unpacking the moment it arrives. It takes far longer to unpack a nanocore than it does to produce them.



Nanocores provide unique advantages and drawbacks. On the plus side, they can be rolled out of a construction yard with such speed that Imperial construction can progress with great efficiency—rarely do Imperial commanders need additional structure production queues. The downside is that nanocores are somewhat slow and extremely vulnerable while in transit, making expansion operations easy to attempt, but also quite risky if they fail, as most structures don't come cheap. In addition, it takes much longer for most nanocores to unpack compared to the brief build times featured by rival factions.



Like the Allies, Imperial unit-production facilities sport their own repair radii and will fix any ship, vehicle, or air unit stationed nearby. However, each of the empire's unit-production structures must be individually upgraded if they're to deploy advanced units (unlike the

Allies, whose construction yards and outposts provide global upgrades to all nearby production plants). The associated costs and time considerations are significant, and no units can be produced while such research is being undertaken.



Speaking of unit-production facilities, the empire falls one short—they have no form of airfield or air base. Every Imperial flier is instead trained at their other production sites, and many own the option of battling on land or water in addition to the skies.

Structure Armor

With the exception of fortress walls, all Imperial structures share the following defense values. (See the "Fortress Wall" section for its defense stats.)

In addition, with the exception of the defender core, all Imperial structure nanocores share the same health (400) and movement speed (65). The defender core has 200 health and a movement speed of 60. Their defense stats also differ slightly from the above, as illustrated in the following table.



Structure Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	50%	0%	0%	100%	100%	100%	100%	100%	200%	N/A	0%

Mechcore Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	100%	0%	0%	150%	150%	150%	150%	150%	100%	N/A	5%

Production Structures

Construction Yard

Function: Production structure



Size: Huge

Health: 4,000

Cost: 5,000 (for MCV)

Build Time: 60 seconds (for MCV)

Power: +50

Special Ability: Pack Up

Prerequisites: MCV

Unit Overview

- Imperial MCV unpacks into this base-production structure
- Enables radar
- Provides power
- Provides one Production Structure queue
- Provides one Support Structure queue
- Additional construction yards can be assembled for more production queues (build and unpack MCVs)
- Can be repacked into an MCV, then moved to establish forward bases
- Can be repacked to avoid being captured or infiltrated

Imperial Docks

Function: Navy production



Size: Large

Health: 2,500

Cost: 1,000

Build Time: 4/18 seconds

Power: -50

Special Ability: Docks upgrade (750 cost; 30-second build time); Docks Breakthrough (1,000 cost; 60-second build time)

Prerequisites: Ore refinery

Unit Overview

- Docks core unfurls into this structure
- Builds and deploys Imperial naval units
- Repairs all friendly ships, vehicles, and aircraft within repair radius
- Docks upgrade can be purchased, unlocking advanced units for production
- Docks Breakthrough can be purchased, unlocking even more advanced units for production

Instant Dojo

Function: Infantry production



Size: Medium

Health: 1,000

Cost: 500

Build Time: 4/8 seconds

Power: -25

Special Ability: Dojo upgrade (500 cost; 30-second build time); Dojo Breakthrough (750 cost; 60-second build time)

Prerequisites: Construction yard

Unit Overview

- Dojo core unfolds into this structure
- Trains and deploys Imperial infantry
- Repairs all friendly ships, vehicles, and aircraft within repair radius

- Dojo upgrade can be purchased, unlocking advanced units for production
- Dojo Breakthrough can be purchased, unlocking even more advanced units for production
- Cannot be built on water

Instant Generator

Function: Power structure



Size: Medium

Health: 1,250

Cost: 1,000

Build Time: 4/10 seconds

Power: +100

Prerequisites: Construction yard

Unit Overview

- Generator core unfurls into this structure
- Provides power

Mecha Bay

Function: Vehicle production



Size: Large

Health: 2,500

Cost: 2,000

Build Time: 20 seconds

Power: -50

Special Ability: Mecha Bay upgrade (750 cost; 30-second build time); Mecha Bay Breakthrough (1,000 cost; 60-second build time)

Prerequisites: Ore refinery

Unit Overview

- Mecha Bay core unfurls into this structure
- Builds and deploys Imperial vehicles

- Repairs all friendly ships, vehicles, and aircraft within repair radius
- Mecha Bay upgrade can be purchased, unlocking advanced units for production
- Mecha Bay Breakthrough can be purchased, unlocking even more advanced units for production
- Cannot be built on water

Nanotech Mainframe

Function: Technology structure



Size: Huge

Health: 2,000

Cost: 3,000

Build Time: 4/16 seconds

Power: -75

Prerequisites: Ore refinery

Unit Overview

- Mainframe core unfurls into this structure
- Unlocks advanced structures

Ore Refinery

Function: Resource structure



Size: Large

Health: 2,000

Cost: 2,500

Build Time: 4/20 seconds

Power: -55

Special Ability: Ore Collector

Prerequisites: Instant generator

Unit Overview

- Refinery core unfurls into this structure
- Processes and stores ore to fund the Imperial war machine
- Comes with an ore collector, allowing for the immediate gathering of resources
- Can build additional ore collectors, allowing other structures to focus on military production

Support Structures

Defender-VX

Function: Base defense



Size: Small

Health: 1,000

Cost: 800

Build Time: 4/30 seconds

Power: -25

Vision Range: 300

Shroud Clear: 500

Special Ability: Airdestroyer mode (toggle; 15-second cooldown)

Prerequisites: Ore refinery

Unit Overview

- Defender core unfurls into this structure
- Strong against surface units
- Can switch to Airdestroyer mode to fire on hostile aircraft
- Cannot fire on surface targets while employing Airdestroyer mode

Attack Stats

Attack Type	Range	Damage
Auto-Cannon (Rocket in AD mode)	300 (both modes)	15 (7.5 vs. infantry; 20 vs. air)
AOE Radius	AOE Taper	Suppression (Inf, Rad, Dur)
N/A	N/A	N/A

fortress Wall

Function: Defensive perimeter



Size: N/A

Health: 300 per segment

Cost: 10

Build Time: 5 seconds

Power: N/A

Prerequisites: Construction yard

Unit Overview

- Can be placed to fortify base defenses
- Cannot be built on water
- Each individual wall segment costs 10 ore

- Effective at halting ground forces, particularly engineers, infiltrators, and commandos

Nanoswarm Hive

Function: Super-weapon



Size: Huge

Health: 4,000

Cost: 3,000

Build Time: 4/26 seconds

Power: -75

Prerequisites: Nanotech mainframe

Unit Overview

- Nanoswarm core unfurls into this structure
- Enables nanoswarm hive support power (see "Imperial Support Powers" section)

Psionic Decimator

Function: Ultimate weapon



Size: Huge

Health: 4,000

Cost: 5,000

Build Time: 4/26 seconds

Power: -75

Prerequisites: Nanotech mainframe

Unit Overview

- Decimator core unfurls into this structure
- Enables psionic decimator support power (see "Imperial Support Powers" section)

Wave-force Tower

Function: Advanced base defense



Size: Medium

Health: 1,500

Cost: 1,400

Build Time: 5/40 seconds

Power: -75

Vision Range: 350

Shroud Clear: 500

Special Ability: Premature Discharge (no cooldown)





Prerequisites: Instant generator, nanotech mainframe

Unit Overview

- Tower core unfurls into this structure
- Strong against surface units
- Premature Discharge ability can be employed to hasten firing speed at a cost of damage output

Attack Stats

Attack Type	Range	Damage
Explosive	350	350 (less with PD)
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
5 (wide)	N/A	N/A

Imperial Units

The Empire of the Rising Sun's unique take on structure production will delight some and infuriate others, but every commander can agree that the Imperials have some of the coolest units in the game. After all, what could be better than mowing down legions of enemy infantry with a squad of Mecha Tengus, transforming them into Jet mode afterward to take to the heavens? The advantages of such abilities are clear: They enable Imperial commanders to adapt to their rivals' moves with minimum effort, transforming their forces to make them unacquirable to hostiles as they counter enemy advances.

Infantry

Before we get to the Empire's crazy transforming robots, let's explore some of their more unique infantry units.



The Imperial burst drone is a fantastic scout unit and the only one that flies. Though weaponless

and easily shot down, burst drones can quickly survey the battlefield, breaking enemy disguises and monitoring hostile activity. These graceful little drones can even attach themselves to enemy vehicles and aircraft, cutting their hosts' movement speed in half. If necessary, burst drones can be ordered to self-destruct at any time, inflicting significant damage to nearby victims.



The empire also has the fastest engineer unit in the game, which is a clear advantage given these units' typical sluggish gait. While Imperial engineers normally putter about at the same clip as their rival peers, they can engage their Sprint ability at any time, doubling their velocity for a full 10 seconds. This helps Imperial engineers close in on structures they mean to capture, but it must be used with care: Sprinting leaves the engineer gasping for breath for approximately five seconds after its effect wears off.



The Imperial warrior matches up well against any other front-line infantry, and their Banzai Charge enables them to bite back when faced with encroaching attack dogs and war bears. Tankbusters are the most powerful antiaarmor infantry next to Tesla troopers, quickly carving up vehicles with their powerful beam

cannons after popping up from their makeshift spider burrows.



Rocket angels are advanced infantry that fly about, gracefully delivering hailstorms of photon rockets against surface and airborne targets alike. These units are a bit slow compared to most other fliers in the game, but their assault versatility helps make up for that. Rocket angels can also switch weaponry to a Paralysis Whip that completely disables any unit it strikes, just like the Allies' cryocopter. The differences are that cryocopters can freeze both units and structures, and it takes Imperial commanders far longer to deploy rocket angels to the field.



Shinobi are elite infantry capable of infiltrating enemy structures just like the Allies' spies, temporarily disabling them to stir up trouble. Unlike the spy, Shinobi are adept anti-infantry warriors, capable of shredding ground troops from any range. To facilitate their infiltration ops (or to help themselves out of precarious situations), Shinobi may deploy smoke bombs that make them completely untargetable for a full 10 seconds—an excellent talent to have at your side when you've just been kicked out of a sudden transport in the heart of an enemy base.



Still not impressed? Then consider the empire's commando unit: Yuriko Omega, a femme fatal who uses her mind's unbridled power to cripple enemy units and structures. Nothing is safe from Yuriko's psionic powers, which she uses to lift even the most enormous of vehicles skyward, crushing them while they're stuck, suspended and helpless. Even enemy aircraft are vulnerable to Yuriko's wrath—she can bring them down in a blink. Regardless of how potent a unit's armor might be, its health drains away at an alarming rate once Yuriko has a hold of it. Yuriko can even decimate structures.

Burst Drone

Function: Flying scout

Health: 100

Cost: 300

Build Time: 5 seconds

Prerequisites: Instant dojo

Movement Speed: 125

Vision Range: 150

Shroud Clear: 750

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Self-Destruct



Unit Overview

- Weaponless flier
- Detects disguised enemies
- Can attach self to ships, vehicles, or aircraft, reducing host's movement speed to 50 percent
- Can explode to damage or destroy nearby hostiles via Self-Destruct ability

Attack Stats		
Attack Type	Range	Damage
Special (Self-Destruct)	N/A	200 (50 vs. resource collectors)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
20	0	N/A

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Rak
200%	100%	1%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
200%	N/A	N/A	75%	N/A	N/A

Engineer

Function: Field support



Health: 50

Cost: 500

Build Time: 10 seconds

Prerequisites: Instant dojo

Movement Speed: 40 (80 during Sprint)

Vision Range: 100

Shroud Clear: 100

Crusher Level: N/A

Crushable Level: 10

Special Ability: Sprint (60-second cooldown)

Unit Overview

- Unarmed and defenseless
- Can capture hostile and neutral structures for a variety of benefits
- Can instantly repair damaged Imperial buildings
- Can increase movement speed for 10 seconds via Sprint ability
- Cannot act for 5 seconds after sprinting

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Rak
100%	150%	100%	100%	20%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%	100%	1,000%	100%	N/A	100%

Imperial Warrior



Function: Anti-infantry/antigarrison

Health: 160

Cost: 150

Build Time: 5 seconds

Prerequisites: Instant dojo

Movement Speed: 50 (75 during Banzai Charge)

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 10

Special Ability: Banzai Charge (30-second cooldown)

Unit Overview

- Strong against infantry
- Cannot fire on aircraft
- Can instantly clear structures garrisoned by hostiles
- Can quickly cut down nearby infantry with Banzai Charge ability
- Immune to suppression and Amplified Bark/Roar abilities during Banzai Charge
- Twice as vulnerable to attacks during Banzai Charge

Attack Stats		
Attack Type	Range	Damage
Gun (Melee for BC)	150 (50 for BC)	8 (300 for BC)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Rak
100%	150/300	100/200	100/200	20/40	10/20
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%	100/200	1,000/2,000	100/200	N/A	100/200



The second value in the Imperial warrior's Defense Stats table indicates the unit's defenses when using its Banzai Charge.

Rocket Angel

Function: Flying antiarmor/antiair



Health: 400

Cost: 900

Build Time: 10 seconds

Prerequisites: Dojo Breakthrough

Movement Speed: 100

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Paralysis Whip (toggle)

Unit Overview

- Strong against all targets
- Can disable enemy units with Paralysis Whip ability
- Paralysis Whip has no effect on structures

Attack Stats

Attack Type	Range	Damage
Rocket	150 (250 for PW)	20 (0 for PW)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
10	N/A	2, 20, 3 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	150%	100%	100%	20%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%	100%	1,000%	100%	N/A	100%

Shinobi

Function: Anti-infantry infiltrator



Health: 200

Cost: 1,000

Build Time: 10 seconds

Prerequisites: Dojo upgrade

Movement Speed: 75

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 10
Special Ability: Smoke Bomb (120-second cooldown)

Unit Overview

- Strong against infantry
- Cannot target aircraft
- Hurls throwing stars from range; wields katana up close
- Can infiltrate hostile structures, temporarily disabling them
- Can use Smoke Bomb ability to become untargetable for 10 seconds

Attack Stats

Attack Type	Range	Damage
Sniper/Melee	35-150/25	250/500
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	150%	100%	100%	20%	10%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
20%	100%	1,000%	100%	N/A	100%

Tankbuster

Function: Antiarmor



Health: 100

Cost: 300

Build Time: 5 seconds

Prerequisites: Instant dojo

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 10 (N/A during Spider Burrow)

Special Ability: Spider Burrow (toggle)

Unit Overview

- Strong against vehicles
- Can hide underground with Spider Burrow ability, enhancing defense
- Cannot be crushed while hidden inside spider burrow
- Cannot exit spider burrow if a vehicle is parked on top

Attack Stats

Attack Type	Range	Damage
Rocket (N/A in SB)	175	60
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
150%/25%	150%/50%	100%/5%	100%/0%	10%/5%	20%/5%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
10%/5%	10%/5%	1,000%/5%	100%	N/A (100% in SB)	100%/100%



The second value in the Tankbuster's Defense Stats table indicates the unit's defenses when taking cover in its spider burrow.

Yuriko Omega



Function: Psionic commando

Health: 350

Cost: 2,000

Build Time: 30 seconds

Prerequisites: Dojo Breakthrough

Movement Speed: 70

Vision Range: 150

Shroud Clear: 400

Crusher Level: N/A

Crushable Level: 50

Special Ability: Psychokinetic Burst (30-second cooldown)

Unit Overview

- Strong against all targets
- Can quickly destroy infantry, vehicles, ships, aircraft, and structures, regardless of armor
- Primary attack tosses foes skyward, disabling and inflicting steady damage
- Can inflict widespread damage to surrounding foes with Psycho-kinetic Burst ability
- Immune to suppression and Amplified Bark/Roar abilities

Attack Stats

Attack Type	Range	Damage
Special (Sniper for PB)	150 (wide radius around Yuriko for PB)	Rapidly drains target's health regardless of armor (500 for PB)
AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
N/A (250 for PB)	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
100%	200%	12%	100%	20%	10%
Cannon	Prism	Testa	Explosive	Concussive	Radiation
25%	100%	1,000%	50%	N/A	100%

Vehicles

The Empire of the Rising Sun enjoys the second-heaviest vehicle unit in the game next to the Soviets' enormous apocalypse tank. Also, with no air bases to speak of, many of the Imperial army's air units are actually produced at their Mecha Bay; these are high-tech vehicles that can transform into aircraft.



The King Oni represents the pinnacle of Imperial ground forces: a colossal humanoid robot that fires energy lasers from the depths of its soulless eyes. This fearsome war machine is a one-unit wrecking crew, owning plenty of health and able to smash through practically anything with its sudden Bull Rush ability. Unfortunately, it takes quite some time before the empire can deploy these fearsome robots, as they must fully upgrade their Mecha Bay beforehand.



Mecha Tengu/Jet Tengus are some of the empire's coolest units. They can be produced the moment a Mecha Bay is in place, taking to the field to mow down those early infantry rushers. When air units become a threat, Mecha Tengus can transform into Jet mode, taking to the skies and gunning down anything that enters their airspace. Since Jet Tengus never need to dock or rearm, Imperial commanders can flood the heavens with as many of these antiair fighters as they please.



Arguably the best transports in the game, sudden transports make excellent infiltrators, able to assume the appearance of enemy vehicles and slip past base defenses without raising alarm. Unfortunately, they lose their disguise after depositing their passengers, but sudden transports are also rigged to explode when destroyed, dealing significant damage to any nearby structures. Hop in, engineers—we've got a base to capture!



Another Imperial transformer is the Striker-VX/Chopper-VX. This dual-function workhorse emerges from the Mecha Bay as a bipedal antiair walker, launching swarms of potent guided rockets at troublesome hostile fliers. Should their adversaries emerge in the form of ground forces, the Striker-VX can instantly switch to Chopper mode, soaring high to rain down rockets without mercy.



The tsunami tank is unique in that it's the only vehicle in its class that can cross both land and sea. This adds even more punch to the empire's already dominant naval presence. On the downside, tsunamis are the weakest tanks by far, quickly blown apart by moderate amounts of antitank fire. They can, however, activate special nanodeflectors that bolster their movement speed and defense for a brief period, helping them slip into position or out of harm's way.



Of course, no ground force would be complete without some form of long-range bombardment unit, and the wave-force artillery fills that role very well. Though it takes these units an agonizingly long time to charge up a blast, the results are simply devastating. There's even a bit of overshoot, too, so multiple targets can be damaged in one shot if they're lined up closely. When you just need to fire off a quick blast to get the job done, you can bypass wave-force artillery's drawn-out charge periods with the use of its Premature Discharge ability; however, the damage output will correspond with the amount of charge time the attack was given.



Look closely at the top of the wave-force artillery's cannon to watch as it charges up each blast. Use this to help you determine when the unit will fire and whether or not a Premature Discharge is in order.

King Oni

Function: Advanced Antiaarmor robot

Health: 2,250

Cost: 2,000

Build Time: 20 seconds

Prerequisites: Mecha Bay Breakthrough

Movement Speed: 65 (130 during Bull Rush)

Vision Range: 200

Shroud Clear: 500



Crusher Level: 20

Crushable Level: 30 (31 during Bull Rush)

Special Ability: Bull Rush (60-second cooldown)

Unit Overview

- Strong against surface units
- Cannot fire on aircraft
- Can charge forward to smash nearby foes via Bull Rush ability
- Bull Rush can also help King Oni quickly reach the front line

Attack Stats					
Attack Type	Range	Damage			
Explosive (same for BR)	150 (50-300 for BR)	175 (500 for BR)			
AOE Radius	AOE Taper	Suppression (Ant, Rad, Dur)			
N/A (5 during BR)	N/A	N/A			

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	25%	0%	0%	100%	150%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	100%	100%	250%	50%	5%



mcu

Function: Mobile construction vehicle

Health: 5,000

Cost: 5,000

Build Time: 60 seconds

Prerequisites: Mecha Bay or Imperial docks

Movement Speed: 40

Vision Range: 100

Shroud Clear: 500

Crusher Level: 30

Crushable Level: 31

Special Ability: Unpack



Unit Overview

- Weaponless and defenseless
- Unpacks into construction yard structure
- Construction yard provides one Production Structure queue and one Support Structure queue

- Can be built at Mecha Bay or Imperial docks

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	100%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	125%	125%	100%	100%	5%

Mecha Tengu/Jet Tengu

Function: Anti-infantry/air-to-air robot



Health: 350

Cost: 800

Build Time: 10 seconds

Prerequisites: Mecha Bay

Movement Speed: 100 (80 in water; 200 in Jet mode)

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20 (N/A in Jet mode)

Special Ability: Jet mode/Mecha mode (15-second cooldown each)

Unit Overview

- Strong against infantry
- Can take to the skies via Jet mode ability
- Faster in Jet mode and strong against aircraft, but unable to fire on surface targets
- Unable to crush, even in Mecha mode
- When destroyed as Jet Tengu, becomes a falling hazard to surface-dwellers (see table)

Attack Stats

Attack Type	Range	Damage
Auto-Cannon (both modes)	150/200	4/15 (7.5 vs. MiG & Apollo fighters)
AOE Radius	AOE Taper	Suppression (Ant, Rad, Dur)
N/A (both modes)	N/A (both modes)	N/A (both modes)

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%/100%	50%/100%	100%/100%	0%/1%	0%/0%	100%/100%
Cannon	Prism	Testa	Explosive	Concussive	Radiation
150%/100%	170%/100% (N/A for JM)	100% (N/A for JM)	N/A (both modes)	5%/5%	

Death Weapon Stats			
Attack Type	Damage	AOE Radius	AOE Taper
Explosive	100	20	0



In the Mecha Tengu/Jet Tengu's Defense Stats table, the first values are for Mecha mode and the second are for Jet Mode.

Ore Collector

Function: Resource gatherer



Health: 500

Cost: 1,400

Build Time: 20 seconds

Prerequisites: Mecha Bay or Imperial docks

Movement Speed: 50

Vision Range: 200

Shroud Clear: 500

Crusher Level: 20 (on land only)

Crushable Level: 20

Special Ability: Security System (toggle)

Unit Overview

- Gathers ore to process and store at the nearest ore refinery
- Each ore refinery comes with one ore collector for immediate resource gathering
- Carries loads of up to 250 ore
- Can activate Security System ability, revealing and unleashing antisurface weaponry
- Can be built at ore refinery, Mecha Bay, or Imperial docks

Attack Stats		
Attack Type	Range	Damage
Gun (SS mode only)	150	4
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	N/A

Defense Stats					
Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%/200%	100%/100%	0%/1%	0%/0%	100%/100%	100%/100%
Cannon	Prism	Testa	Explosive	Concussive	Radiation
125%/200%	125% (N/A for CM)	125% (N/A for CM)	100%/75%	100% (N/A for CM)	5%/5%



In the Striker-VX/Chopper-VX's Defense Stats table, the first values are for Striker mode and the second are for Chopper mode.

Striker-VX/Chopper-VX

Function: Antiair/
Antisurface robot



Health: 400 (300 in Chopper mode)

Cost: 1,200

Build Time: 10 seconds

Prerequisites: Mecha Bay upgrade

Movement Speed: 85 (120 in Chopper mode)

Vision Range: 300 (200 in Chopper mode)

Shroud Clear: 500

Crusher Level: 10 (N/A in Chopper mode)

Crushable Level: 20 (N/A in Chopper mode)

Special Ability: Chopper mode/
Striker mode (15-second cooldown each)

Unit Overview

- Strong against aircraft
- Can take to the skies via Chopper mode ability
- Faster in Chopper mode and strong against surface targets, but unable to fire on aircraft
- When destroyed as Chopper-VX, becomes a falling hazard to surface-dwellers (see table)

Attack Stats		
Attack Type	Range	Damage
Rocket (both modes)	300/150	25 (both modes; 6.25 vs. resource collectors)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
20 (both modes)	N/A (both modes)	N/A (both modes)

Death Weapon Stats			
Attack Type	Damage	AOE Radius	AOE Taper
Explosive	150	20	0

Sudden Transport

Function:
Disguiseable troop carrier



Health: 400

Cost: 500

Build Time: 5 seconds

Prerequisites: Mecha Bay

Movement Speed: 100

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20

Special Ability: Evacuate Passengers (no cooldown)

Unit Overview

- Weaponless and defenseless
- Can become disguised as enemy vehicles to aid in infiltration
- Cannot be targeted by hostiles while disguised
- Loses disguise when deploying passengers
- Enemy scout units can detect sudden transports, causing them to lose their disguise
- Rigged to explode when destroyed, potentially harming nearby hostiles
- Unable to crush

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	150%	150%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%	150%	100%	N/A	5%	5%

Death Weapon Stats

Attack Type	Damage	AOE Radius	AOE Taper
Explosive	250	20	0

Tsunami Tank

Function: Antiaarmor tank



Health: 380

Cost: 1,000

Build Time: 10 seconds

Prerequisites: Mecha Bay upgrade

Movement Speed: 75 (93.75 with nanodeflectors)

Vision Range: 200

Shroud Clear: 500

Crusher Level: 20 (on land only)

Crushable Level: 20

Special Ability: Nanodeflectors (30-second cooldown)

Unit Overview

- Strong against vehicles and naval units
- Cannot fire on aircraft
- Can enhance speed and defensive strength for 10 seconds via Nanodeflectors ability
- Unable to fire while nanodeflectors are active

Attack Stats

Attack Type	Range	Damage
Cannon	20	N/A
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
N/A	N/A	10, 20, 3 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%/25%	25%/25%	0%/0%	0%/0%	100%/50%	100%/50%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
100%/50%	100%/50%	100%/50%	100%/50%	100/0%	5%/5%



The second values in the tsunami tank's Defense Stats table indicate the unit's defenses when using its Nanodeflectors ability.

Wave-force Artillery

Function: Heavy bombardment



Health: 500

Cost: 1,800

Build Time: 15 seconds

Prerequisites: Mecha Bay Breakthrough

Movement Speed: 60

Vision Range: 500

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20

Special Ability: Premature Discharge

Unit Overview

- Strong against surface units and structures
- Cannot fire on aircraft
- Can obliterate base defenses from safe distances
- Can hasten firing speed via Premature Discharge ability, at the cost of firepower
- Unable to crush

Attack Stats

Attack Type	Range	Damage
Explosive	200-500	750 (less with PD)
AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
5 wide, 50 overshoot	N/A	N/A

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
125%	125%	125%	100%	100%	5%

Navy

The empire's ground forces are formidable, but its naval presence is truly magnificent. No other fleet in existence can bring forth the sheer destructive power that the Empire of the Rising Sun's navy levels against its foes.



Naginata cruisers are the workhorses of the Imperial fleet, often found at the front line of fierce naval battles thanks to their ample supply of health. These battleships spit out photon torpedoes at a steady clip, rapidly sinking enemy vessels—be they surfaced or submerged. More impressive by far is the Naginata's Torpedo Type-S ability, which unleashes a spread of especially potent unguided warheads. These special water bombs inflict massive damage against anything they strike—perfect for assaults on enemy carriers and naval bases.



Sea-wing/sky-wings are the empire's third and final transformers, a welcome addition to any assault fleet. They slide out of the Imperial docks as submerged sea-wings, eager to peek up and blast hostile fliers out of the sky. Sea-wings make for excellent battleship escorts, because if the enemy

advances ships instead of air units, they can transform into sky-wings, taking flight to rain down relentless amounts of cannon fire.



The pride of the Imperial navy, Shogun battleships serve as the driving force behind every respectable Imperial fleet. Teching up to these bad boys takes time, but once you've got them, they're a joy to command. Just 20 seconds is all it takes to roll a Shogun out of your Imperial docks—compare that to the 30 seconds it takes to assemble their rival counterparts, the Soviet dreadnought and the Allied aircraft carrier. As if that weren't enough, Shoguns also boast far more health and a much faster firing speed; their massive energy cannons can bring down enemy vessels as readily as they can bring down remote base defenses and structures. In addition, Shoguns are the only naval units capable of crushing other vessels at sea; this feat is only achievable when employing their Ramming Speed ability (which is also quite useful for maneuvering the Shogun into firing range or out of harm's way).



Yari minisubs round out the empire's navy, serving as light assault vessels that remain hidden undersea, surfacing only to deliver

their modest torpedo payloads to unsuspecting targets. Don't overlook these little warriors—they're fantastic early game rushers, particularly when naval combat is likely to become a decisive factor. Pump out a few Yaris right away, advance them against your rival's naval yard, then fire up their Last Voyage ability to bring their navy production to a screeching halt.

Naginata Cruiser

Function: Advanced antiarmor ship

Health: 1,400

Cost: 1,800

Build Time: 18 seconds

Prerequisites: Docks upgrade

Movement Speed: 85

Vision Range: 200

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: 20

Special Ability: Torpedo Type-S (60-second cooldown)



Unit Overview

- Strong against naval units (including submerged vessels)
- Cannot fire on aircraft
- Can unleash a fanlike spread of torpedoes via Torpedo Type-S ability for widespread nautical mayhem

Attack Stats

Attack Type	Range	Damage
Concussive (same for TTS)	150 (1,000 for TTS)	60 (300 per torpedo for TTS)
AOE Radius 10 (15 for TTS)	AOE Taper N/A (same for TTS)	Suppression (Amt, Rad, Dur)

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
50%	100%	100%	100%	50%	5%

Sea-Wing/Sky-Wing

Function: Antiair/anti-infantry jet



Health: 400

Cost: 1,100

Build Time: 11 seconds

Prerequisites: Docks upgrade

Movement Speed: 125 (150 as sky-wing)

Vision Range: 300 (200 as sky-wing)

Shroud Clear: 500

Crusher Level: N/A

Crushable Level: N/A

Special Ability: Air Emerge/Sea Submerge (15-second cooldown each)

Unit Overview

- Strong against aircraft
- Remains hidden underwater until it surfaces to attack
- Can take to the skies via Air Emerge ability
- Faster in Air Emerge mode and strong against infantry, but unable to fire on aircraft
- When destroyed as sky-wing, becomes a falling hazard to surface-dwellers (see table)

Attack Stats

Attack Type	Range	Damage
Rocket/Auto-Cannon	300/200	25/5 (2.5 vs. resource collectors & ore refineries)
AOE Radius N/A (both modes)	AOE Taper N/A (both modes)	Suppression (Amt, Rad, Dur) N/A (both modes)

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%/200%	50%/100%	0%/%	0%	100%/100%	100%/100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%/200%	150% (N/A for SkyW)	100% (N/A for SkyW)	100%/75%	75% (N/A for SkyW)	5%/5%



In the sea-wing/sky-wing's Defense Stats table, the first values are for sea-wing form and the second are for sky-wing form.





Death Weapon Stats

Attack Type	Damage	AoE Radius	AoE Taper
Explosive	150	20	0

Shogun Battleship

Function: Heavy bombardment ship

Health: 2,000



Cost: 2,200

Build Time: 22 seconds

Prerequisites: Docks Breakthrough

Movement Speed: 70

Vision Range: 750

Shroud Clear: 500

Crusher Level: N/A (40 during Ramming Speed)

Crushable Level: 30

Special Ability: Ramming Speed (120-second cooldown)

Unit Overview

- Strong against surface units and structures
- Cannot fire on aircraft
- Can obliterate base defenses from safe distances

- Can accelerate and ram enemy ships via Ramming Speed ability, crushing them

- This is the only unit capable of crushing on water (via Ramming Speed ability)

Attack Stats

Attack Type	Range	Damage
Explosive	200-750	150
AoE Radius	AoE Taper	Suppression (Ant, Rad, Dur)
15	0	100, 100, 5 seconds

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	100%	100%	75%	5%

Yari Minisub

Function: Antiship scout



Health: 400

Cost: 800

Build Time: 10 seconds

Prerequisites: Imperial docks

Movement Speed: 125 (187.5 during Last Voyage)

Unit Overview

- Strong against naval units
- Cannot fire on aircraft
- Remains hidden underwater until it surfaces to attack
- Can make a suicidal dash toward hostile ships via Last Voyage ability, exploding on impact for great damage

Attack Stats

Attack Type	Range	Damage
Concussive (Explosive for LV)	150 (up to 300 for LV)	50 (500 for LV; 250 vs. resource collectors for LV)
AoE Radius	AoE Taper	Suppression (Ant, Rad, Dur)

Defense Stats

Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak
50%	50%	0%	0%	100%	100%
Cannon	Prism	Tesla	Explosive	Concussive	Radiation
150%	150%	100%	100%	75%	5%

Imperial Support Powers

The empire's support powers achieve a nice balance between the direct-damage strikes of the Soviets and the unit-bolstering, quick-cooldown powers enjoyed by the Allies. Your style of command will determine the path you take along their Top-Secret Protocols tree, but it's hard to argue with the obvious advantages put forth by the Fortified Fleet/Final Squadron tier. A stronger, faster navy, and direct-damage strikes that cool down in just two minutes? We have a winner!

Technology Weapons

Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
	Nanoswarm Hive	N/A	Superweapon	N/A	N/A	20 seconds	N/A	200	N/A	180 seconds	Spawns a large force-field bubble that surrounds targets, shielding them from outside harm. Nothing can enter or exit, but units inside can move and attack (though no abilities can be activated)
	Psionic Decimator	N/A	Ultimate weapon	Explosive	N/A	N/A	2,000	300	N/A	360	The empire's ultimate technological weapon. Instantly inflicts massive damage to target area.

Top-Secret Protocols

Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AOE Radius	AOE Taper	Cooldown	Notes
	Fortified Fleet	1-1	Navy upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	All naval units gain 25% increase to movement speed, armor, and shroud clearing.
	Point-Defense Drones	1-2	Protect targets	N/A	N/A	Semipermanent	N/A	100	N/A	120 seconds	Bestows a point defense drone to each ship or vehicle in target area; drones intercept all incoming attacks until destroyed. Drones have 200 health and take 100% damage from all forms of attack.
	Final Squadron	1-3	Swarm bombardment	Explosive/cannon	N/A	N/A	250 per plane (125 vs. resource collectors)/5 per bullet	100	50	120 seconds	Causes a wing of 5 fighter jets to suicide-dive into target zone, firing cannons before crashing for explosive damage. Jets have 500 health and can be shot down en route.
	Final Squadron X	1-4	Swarm bombardment	Explosive/cannon	N/A	N/A	250 per plane (125 vs. resource collectors)/5 per bullet	150	50	120 seconds	Causes a wing of 8 fighter jets to suicide-dive into target zone, firing cannons before crashing for explosive damage. Jets have 500 health and can be shot down en route.
	Final Squadron Omega	1-5	Swarm bombardment	Explosive/cannon	N/A	N/A	250 per plane (125 vs. resource collectors)/5 per bullet	200	50	120 seconds	Causes a wing of 12 fighter jets to suicide-dive into target zone, firing cannons before crashing for explosive damage. Jets have 500 health and can be shot down en route.
	Honorable Discharge	2-1	Self-Destruct upgrade	Explosive	N/A	Permanent	200	50	100	N/A	Rigs all of your vehicles to explode when destroyed. Also increases Yari minisub's Last Voyage damage to 650 and Burst Drone's Self-Destruct damage to 250.
	Emperor's Rage	2-2	Fortifies targets	N/A	N/A	30 seconds	N/A	100	N/A	120 seconds	Selected units' movement speed is reduced to 75% while rate of fire is increased by 125%.
	Emperor's Revenge	2-3	Fortifies targets	N/A	N/A	40 seconds	N/A	150	N/A	120 seconds	Selected units' movement speed is reduced to 50% while rate of fire is increased by 150%.
	Emperor's Retribution	2-4	Fortifies targets	N/A	N/A	60 seconds	N/A	200	N/A	120 seconds	Selected units' movement speed is reduced to 25% while rate of fire is increased by 175%.
	Robotic Assembly	2-5	Production upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	All your build times are reduced by 25%; your allies' build times are reduced by 5%.
	Advanced Rocket Pods	3-1	Weapon upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Boosts rate of fire for all rocket angels, sea-wings, and Striker/Chopper-VXs.
	Sleeper Ambush	3-2	Tankbuster strike	N/A	10-second fade-in	N/A	N/A	50	N/A	210 seconds	Spawns 5 tankbusters at target area; slight fade-in time before they're usable
	Balloon Bombs	3-3	Slow-falling ordnance	Explosive	N/A	N/A	150 per balloon (75 vs. resource collectors)	50	N/A	150 seconds	Drops 6 slow-moving, guidable balloon bombs within 200 radius of target area. Balloons have 1,000 health and can be destroyed before impact.
	Balloon Bomb Blowout	3-4	Slow-falling ordnance	Explosive	N/A	N/A	150 per balloon (75 vs. resource collectors)	50	N/A	150 seconds	Drops 10 slow-moving, guidable balloon bombs within 200 radius of target area. Balloons have 1,000 health and can be destroyed before impact.

Top-Secret Protocols

Icon	Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
	Balloon Bomb Barrage	3-5	Slow-falling ordnance	Explosive	N/A	N/A	150 per balloon (75 vs. resource collectors)	50	N/A	150 seconds	Drops 14 slow-moving, guidable balloon bombs within 200 radius of target area. Balloons have 1,000 health and can be destroyed before impact.

Top-Secret Protocols
Imperial Technology Division



★ Neutral Structures and Objects ★

The following structures and objects belong to no specific faction; any army can use them. Clever commanders will look to exploit each of these beneficial props, giving their army tactical advantages over their foes.

Capturing Neutral Structures



Neutral structures provide no benefits until they're captured, and each faction has a special engineer unit capable of capturing structures for the benefit of their army. Once captured, a neutral structure instantly bestows its special advantages to its owning faction and changes in appearance to reflect the new ownership. Captured structures can always be recaptured by opposing engineers, so it's wise to leave a few units to protect them. They can also be destroyed.



All neutral structures are shown on the radar as unique rectangular icons.



Engineers can also capture enemy structures, converting them to their army's side. Capture your rivals' construction yards and infantry-production facilities to prevent them from building structures or countering with engineers, and you'll likely deal them a fatal blow.

Neutral Structures

There are five different types of neutral structures in *Red Alert 3*.

Civilian Structures



Civilian buildings are the only neutral structures that don't need to be captured by engineers to provide their benefits. Instead, you may simply move your troops into them, thereby enhancing their defense. Garrisoning structures grants your infantry complete protection from attacks until the building is destroyed; best of all, your soldiers can still fire their weaponry from the building's windows. This is a particularly vital tactic to employ when combating foes in dense urban settings.



Certain infantry units can quickly "clear" structures that are garrisoned with hostile units, killing the units inside the building without having to destroy the structure. The following units own this antigarrison trait:

- Soviet conscripts (via Molotov Cocktails ability)
- Allied peacekeepers (via entering the building)
- Imperial warriors (via entering the building)

Garages



Send an engineer to capture a garage, and all of your vehicles will automatically self-heal over time as long as you possess the structure. This effect is global, affecting all your vehicles across the entire battlefield.

Hospitals



Hospitals act like garages, except they auto-heal infantry instead of vehicles. These are great to own in cityscape battlefields, as your infantry will steadily recover health while remaining safely garrisoned inside structures.

Observation Posts

Capture observation posts to clear away the surrounding shroud in a wide radius, revealing all enemy activity in the vicinity. Depending on their location, observation posts can be either highly advantageous or barely worthy capturing.



Oil Derricks

Some of the best neutral structures to own are oil derricks, which provide your army with a steady trickle of resources. (The amount varies, but it's usually about 15 funds per second). Oil derricks also provide a significant one-time-only bonus to the army that captures them first, so send engineers to capture them straightaway.



Supply Crates

Keep your eyes peeled for the following goodies while scouting out the terrain.



Supply crates appear on the radar as tiny gray specks. Aircraft are unable to collect them.

Health Crate

Move a unit into contact with a health crate to fully restore its health, along with any other units standing nearby.



Money Crate

Order your units to collect money crates. Each one they nab injects instant funds into your coffers.



Veterancy Crate

Have units snag veterancy crates to instantly increase their Veterancy rank. Each crate adds one rank to all nearby units when collected.



SOVIET CAMPAIGN

★ Leningrad: The Shrike and the Thorn ★



LENINGRAD IS UNDER SIEGE. REPEL THE IMPERIAL INVADERS AND PROTECT THE FORTRESS USING OUR REMAINING FORCES IN THE VICINITY. NATASHA IS AVAILABLE TO ASSIST IN THIS DARK HOUR. YOUR OBJECTIVES ARE TO SECURE THE FORTRESS IN THE HEART OF LENINGRAD. ONCE SECURE, MORE FORCES WILL BECOME AVAILABLE. GOOD LUCK TO YOU.

★ PRIMARY OBJECTIVES

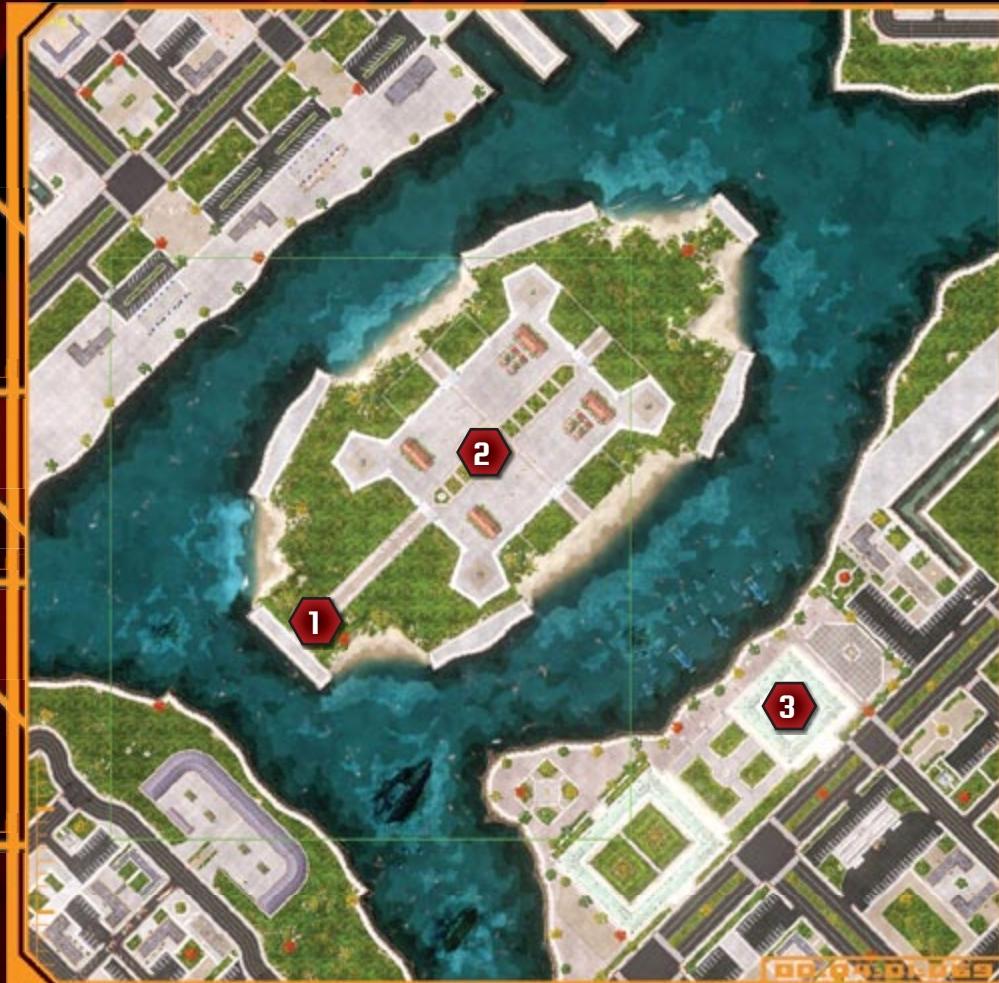
1. Secure the fortress
2. Train 5 flak troopers
3. Protect the fortress
4. Destroy the battleships

★ BONUS OBJECTIVES

1. Save the Hermitage

★ AREAS OF INTEREST

1. Insertion point
2. Fortress
3. Hermitage historical museum



Securing the fortress



Things look bleak for the Soviets in Leningrad. Fortunately, you have control of a powerful unit to aid you in repelling the invaders: Natasha, the Soviets' most powerful infantry unit. Select Natasha after she lands on the field, then order her to attack the host of hostile Rising Sun troops that guard the city gate.



Confused by the controls? Check the introductory pages of this guide for a thorough overview of all critical commands, including unit selection and the many vital orders you may hand down.

Natasha

Type: Infantry
(Commando)



Purpose: Advanced
antisurface

Trained at: Barracks

Cost: 2,000

Time to Train: 30 seconds

Natasha is the Union's greatest sniper commando, whose rifle can kill several infantry in one shot. She may also call in airstrikes against other targets, including structures and vehicles. Natasha's special ability is to snipe pilots cleanly in their vehicle, such that friendly infantry can then capture and repurpose the vehicles. Natasha is equally effective on land or at sea.



These Imperial infantry don't stand a chance against Natasha's superior combat skill. After they fall, have Natasha attack the city gate. Knowing her sniper rifle will have little effect on the structure, Natasha intelligently targets the gate for an airstrike instead.

Order Natasha to Attack Move into the heart of the city. She makes short work of remaining Rising Sun soldiers, clearing the way for your co-commander, Oleg, to land his forces in the area.



You'll be working with another friendly force during every Campaign operation. While you can't control these friendlies directly, you're free to ask their commander for assistance. See the introductory pages of this guide for further details on Co-Op play.

Training flak troopers



Your next objective is easy enough: Select the nearby barracks and queue up five flak troopers (or more, if you like). The objective completes when the fifth trooper exits the barracks.



Training units and building structures requires funds. Your current funds are displayed beneath the radar. Funds can be acquired through harvesting resources and by selling unwanted units and structures. During Campaign missions, you may also receive funds via automatic transfer.

► Flak Trooper

Type: Infantry
Purpose: Antiaircraft/ antiaarmor
Trained at: Barracks
Cost: 300
Time to Train: 5 seconds

Flak troopers are convicts forced to carry out their sentences by fighting with heavy weapons on the front lines. They're most effective against aircraft, but they can also switch to using magnetic mines that work well against vehicles. These mines will detonate after a few seconds; they will automatically detonate should the vehicle crush the flak trooper.



Defending the Fortress



It's not long before a massive Imperial force appears on radar. Use your flak troopers to hold the city against the enemy onslaught, keeping an eye on your radar and issuing Attack Move orders to repel each wave. Your co-commander's troops will help you defend the city as well.

TIP

You've got funds to spare, so feel free to train additional flak troopers as needed.

CAUTION

Vehicles are capable of crushing infantry. Keep your flak troopers out of those tsunami tanks' way!

Flak troopers are great against vehicles and aircraft, but they're not well suited to combating enemy foot soldiers. Fortunately, you're soon granted the option to train conscripts at the barracks—do so to help you decimate the inbound infantry.



► Conscript

Type: Infantry
Purpose: Anti-infantry/ antigarrison
Trained at: Barracks
Cost: 100
Time to Train: 4 seconds

Conscripts are the Union's mainline anti-infantry forces. They are not well trained, but they can be effective in numbers. Conscripts carry assault rifles and can switch to using Molotov cocktails, which are more effective against structures (including garrisons).



Saving the Hermitage



Eventually, the Imperial army switches tactics and begins assaulting a nearby museum in the hopes of crushing Soviet spirits. The museum lies across the southeast waters; order your conscripts into the bullfrog you're provided, then park it on the southeast shore. Use the bullfrog's special ability to launch the conscripts over to the museum.

NOTE

Every unit has a special ability it can employ. Most abilities, like the bullfrog's Eject Passengers talent, are incredibly useful and can help turn the tide of a battle. See the "factions" chapter for complete details on each faction's units and structures.

► Bullfrog

Type: Vehicle
Purpose: Antiair troop carrier
Trained at: War factory/ shipyard
Cost: 900
Time to Train: 10 seconds



Bullfrogs are amphibious antiaircraft troop transports, whose flak cannons can quickly destroy enemy aircraft. The only means for passengers to exit a bullfrog is via the man-cannon, which can be used to launch infantry behind enemy lines.



Your five conscripts are more than enough to wipe out the enemy soldiers bombarding the Hermitage. Eliminate them all to secure the scene, then use another nearby bullfrog to launch your troops back to base.

Destroying the Battleships



The Rising Sun's assault on the museum was only a diversion. They soon resume their attack against the central fortress, ordering massive Shogun battleships to bombard the structure from the sea. Natasha's talent for calling in airstrikes can help you wipe out these deadly vessels as

fast as she did the city gate. This is fortunate, because you have only so much time to destroy the battleships before the fortress falls!



The Shogun battleships won't fire on Natasha, but their guardian Mecha Tengu/Jet Tengus will. Order Natasha to obliterate the Tengus first, then target the battleships.



Keep your attention focused on Natasha but continue building flak troopers and conscripts at your barracks to bolster your city defenses.



You're soon given the use of a powerful Soviet support power: the Magnetic Satellite. Use this Super-weapon to wipe out the Shogun battleships in short order. After activating the Magnetic Satellite, select and move its targeting pin to steer the beam about, sucking up additional nearby hostiles.

Continue using Natasha and the Magnetic Satellite to annihilate the enemy battleships. Destroy them all to ensure the city's survival and complete your first Soviet mission.



★ Krasna-45: Circus of Treachery ★

[Map on next page](#)



THE EMPIRE MUST BE STOPPED. USE THE UNION'S LIMITED FORCES IN KRASNA-45 TO ROUT THE IMPERIAL INVADERS. YOUR PRIMARY OBJECTIVE IS TO ESCORT NATASHA TO THE ORBITAL LAUNCH FACILITY, BUT KEEP ON THE LOOKOUT FOR SOVIET POWS ON YOUR WAY. PROCEED WITH CAUTION, COMMANDER.



★ PRIMARY OBJECTIVES

- 1. Get Natasha to the K-45 launch facility
- 2. Eliminate the Imperial ambush division

★ BONUS OBJECTIVES

- 1. Assist the Tesla troopers
- 2. Rescue the Tesla troopers

★ AREAS OF INTEREST

- 1. Insertion point
- 2. Caged war bears
- 3. Trapped Tesla troopers
- 4. Launch facility

Securing the Area



Soviet units are in short supply here in Krasna-45. You have only three Sickles for use during this operation, so make them count. Allow the spiderlike vehicles to wipe out the enemy troops near the insertion point—they excel at combating infantry.

Sickle

Type: Vehicle

Purpose: Anti-infantry walker



Trained at: War factory

Cost: 900

Time to Train: 10 seconds

Sickles are fast-moving antipersonnel vehicles, armed with three independently firing machine guns. Their special ability allows them to leap long distances or even onto enemy infantry. This talent helps sickles navigate otherwise impassable terrain.



Your co-commander, Moskvin, is in charge of Natasha and will be assisting you here as well. As you wait for Natasha to arrive, select your sickles and order them to collect the nearby health crate. This will undo any damage the units may have suffered while securing the area.

NOTE

Supply crates appear as tiny white dots on the radar, and they bestow their benefits to the unit that targets them. Select and move all of your sickles into this health crate to heal them simultaneously.



Next, use the sickles' special Flea Jump ability to cross the river to the north. Stand your ground and cut down the waves of enemy infantry upon reaching the other side.

TIP

You can change your units' stance to make them more or less aggressive. See the "Unit Stances" table in the introductory pages of this guide for complete details.



Just ahead, your sickles encounter several caged Soviet war bears. Defeat the Imperial guards to free these animals, adding half of them to your ranks and the other half to your ally's.

► War Bear

Type: Infantry

Purpose: Anti-infantry scout

Trained at: Barracks

Cost: 225

Time to Train: 2 seconds

War bears have been specially trained for scout operations by land and sea, as well as for anti-infantry combat. Their close-range mauling attack is lethal against most infantry, and their special ability is an amplified roar that causes paralysis against enemy infantry within earshot—this helps war bears close in for the kill. In addition, with their keen senses, war bears can easily sniff out disguised hostiles.



Shortly after freeing the war bears, you witness a gang of Imperial tank busters tearing apart a wayward sickle. Advancing your sickles against these hostiles would clearly be unwise, so send in your war bears instead.



TIP

When your war bears near their prey, have them unleash their Amplified Roar ability to stun them. Then proceed with the mauling.

Assisting the Tesla Troopers



You soon receive a hint about additional Soviet units being held prisoner close by. Head south to discover some Soviet Tesla troopers being harassed by more tank busters. Again, these hostiles pose a threat to your vehicles, so send only your war bears against them. Wipe them all out to free a couple of Tesla troopers, adding them to your ranks.



TIP

Before advancing your war bears too far, issue your co-commander the Take Position order and target the tank buster mob. This ensures his units will follow yours into the fray.

Tesla Trooper

Type: Infantry

Purpose: Advanced antisurface

Trained at: Barracks

Cost: 750

Time to Train: 10 seconds

Tesla troopers are heavy infantry units armed with electrifying weapons that are effective against most surface targets. Unlike most other infantry, these brutes are too big to be crushed by most tanks. Their special ability is to switch to electromagnetic disrupters that will automatically disable enemy vehicles in close proximity. Tesla troopers may not move or fire while employing this ability.



TIP

Tesla troopers are effective against vehicles, while sickles and war bears are designed to tear through infantry. Group all of your Tesla troopers together, then assign your sickles and war bears to different groups. Grouping units in this manner allows you to quickly select the appropriate forces during the heat of combat.

Next, move your forces north to discover yet more Tesla troopers in need of aid. Eliminate their captors as you did the previous bunch to free these hulking warriors; you now gain even more antisurface firepower.



Continue advancing your forces toward the northeast shore. Have your Tesla troopers dispatch enemy tank busters while your sickles shred the anti-infantry Imperial warriors.



Multiple health crates are strewn about the area here. Check your radar for their exact locations, and collect them to heal your wounded.



Follow the road to reach the launch facility's main gate, which is heavily guarded by several Rising Sun vehicles. By this point, you should have accumulated enough Security points to purchase at least one support power. Select the Magnetic Satellite and unleash it on the vehicles, guiding it about to suck them all into deep space.

Securing the Launch Facility



Send your quartet of Tesla troopers to the northeast, issuing them an Attack Move order so they open fire against the hostile tsunami tanks stationed on the road ahead. Don't let your sickles near the tanks—their formidable cannons are designed to punch through vehicle armor.



With the Imperial invaders decimated, you may march your forces into the heart of the orbital

launch facility without resistance. This completes your primary objective.

Eliminating the Imperial Ambushers



Launching the orbital satellite grants you the use of an awesome new support power: the Orbital Dump. This is fortunate, because you soon discover that masses of Rising Sun forces have been hiding in the surrounding circus tents! Ready your newly acquired Orbital Dump support power and unleash it on the nearby Imperial dojo structure to stem the tide of hostile infantry. Watch in glee as space refuse (including many of the vehicles you recently sucked away) comes crashing down on the building, leveling the place.



Advance your forces to wipe out any survivors after decimating the

dojo. Then backtrack along the road, zapping tanks with your Tesla troopers on your way to an Imperial instant generator. Raze this power-producing structure after securing the vicinity.



Your next target is the Imperial construction yard, which lies just to the west. Cripple its defenses and then target the structure for obliteration.



Advance your ally's forces before yours for a chance at quickly destroying the construction yard with an airstrike, courtesy of Natasha. If the MCV packs up and begins to flee, suck it away with your Magnetic Satellite!

Your final quarry is the Imperial army's greatest warrior: their commando unit, Yuriko Omega. Bring the full brunt of your forces to bear against this worthy foe, but watch out: Imperial infantry pour out of the nearby tents, aiding their superior as she makes her final stand!



Ignore the reinforcement troops and pool your efforts on dispatching Yuriko instead. She's your primary target, and the mission is considered a success once she falls.

★ Vladivostok: Taking Back the Ice Harbor ★

Map on next page



THE TIME HAS COME TO DRIVE THE EMPIRE OF THE RISING SUN FROM SOVIET SOIL. THE FIRST STEP TOWARD DOING SO INVOLVES RECLAIMING THE PORT OF VLADIVOSTOK. YOUR FIRST PRIORITY IN THIS MISSION IS TO SECURE A PERIMETER OUTSIDE THE PORT. ONCE YOU ACCOMPLISH THAT, WORK AT ELIMINATING THE IMPERIAL NAVY PRODUCTION FACILITIES THAT HAVE BEEN CONSTRUCTED IN THE AREA. MAY FORTUNE FAVOR YOU IN THIS MISSION.

★ PRIMARY OBJECTIVES

1. Clear the island of enemy forces
2. Construct a barracks and a naval yard
3. Destroy the Imperial scout base
4. Destroy the Imperial naval bases
5. Destroy the Imperial military admin

★ BONUS OBJECTIVES

1. Set up base defenses
2. Destroy the generators

★ AREAS OF INTEREST

1. Insertion point
2. Forward outposts
3. Generators
4. Imperial scout base
5. Imperial naval bases
6. Imperial military admin
7. Dry Dock

★ LEGEND

 Hospital

1

00:04:01:069

Clearing the Isle



You've done well combating enemies on land, Commander. Now let's see how you fare when naval units are added to the mix. This island must be taken; order your initial detachment of bullfrogs to advance on the isle's southern shore along with your ally's. Launch the bullfrogs' passenger units onto the shore and make with the carnage.



When assaulting the outposts, minimize your losses by targeting the instant generators first. This will cut power to the base defenses.



As your infantry begin their assault, you're soon given control over some new units: stingrays. These experimental vessels are a force to be reckoned with at sea, and they can sprout legs and walk about on dry land. Advance them onto the island to assist your foot soldiers in wiping out all Imperial forces. Smash one outpost, then the other.

► Stingray

Type: Naval/Vehicle



Purpose: Antisurface strike craft

Trained at: Naval yard

Cost: 1,000

Time to Train: 10 seconds

Stingrays are experimental strike craft fitted with Tesla weaponry that's effective against most targets (pretty much everything except aircraft). Stingrays are amphibious, though they move much faster when traveling the seas. Their special ability is the Tesla Surge, which emits lightning in all directions while briefly immobilizing the stingray. This ability inflicts great damage on nearby foes, but it only works on water.

Building a Base

You're provided with an MCV (mobile construction vehicle) after you secure the island. The MCV putters ashore and heads for the northern base camp. Your ally's MCV takes the southern site.



MCVs are invaluable vehicles that unpack into vital structures known as construction yards. Select your MCV and order it to unpack in the middle of the northern base site. The ideal spot is right in the camp's middle.

NOTE

GHOST IMAGES sometimes appear to help indicate the best places to set down important structures such as ore refineries. Avoid unpacking or placing structures at these spots whenever possible.

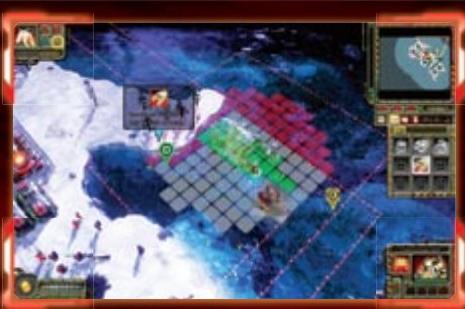
**GET TIP**

Hold your selection button when placing a structure, and you'll be able to rotate the structure before setting it down. This is handy when placing unit-production facilities, as it enables you to face these structures in the ideal manner for base defense and troop deployment.

Once your reactor's in place, you can construct an ore refinery. Place the structure close to one of the two ore mines to shorten your ore collector's travel time between the two facilities. (Ghost images appear to highlight the ideal spots for your refineries.) Build a second ore refinery afterward and set it down in front of your other ore mine.

**NOTE**

SHARE RESOURCES You'll be sharing resources with your ally during this operation, so they'll gain funds for every load your Ore Collectors haul in, and vice-versa.



Now build a naval yard and place it along the northern shore, indicated by an objective marker. Your adversary is likely sending raiders at your island by now; put your flak troopers and stingrays into groups, and use them to defend the coastline.

Fortifying Your Base



Using units to defend your base is all well and good, but you'll need to send them out to attack your foes sooner or later. Setting down base defenses is a great way to keep your turf safe while your troops are out and about, so start queuing up sentry guns and flak cannons from your Support Structures queue.

These may be placed on land or at sea; begin setting them down to guard the northern perimeter, ensuring that your naval yard and northern ore refinery are well protected. Set down at least one of each base defense structure to complete a bonus objective.



You may queue up support structures even while building production structures. (They're two separate build queues.)



Circles appear when selecting and placing base defenses, illustrating each of your turret's firing radius. Use this to help you decide where each turret should be placed.

New Intel



Your radar view of the battlefield expands once your naval yard is set, showing a number of Imperial outposts to the east and north. Queue up loads of stingrays at your naval yard—their versatility makes them your primary go-to units here at Vladivostok.

Nautical Assault



Group your stingrays together, sending no less than 10 of them to assault the enemy-controlled port to the east. The structure is defended by Rising Sun vessels and gun emplacements; wipe them all out, then destroy the Imperial docks they were protecting.

If those base defenses are giving your stingrays grief, have some

bulldogs sneak up and launch teams of flak troopers to destroy the instant generators first. This cuts power to the turrets, facilitating your stingrays' assault.



Coordinate with your ally, issuing the Take Position order so they advance their forces along with yours. This helps to ensure a swift victory.



With the region secure, you're granted control of two powerful new Soviet units: dreadnoughts. Order these mighty warcraft to bombard the nearby instant generators, obliterating them all to complete a bonus objective.

Dreadnought



Type: Naval

Purpose: Heavy bombardment ship

Trained at: Naval Yard

Cost: 2,000

Time to Train: 30 seconds

Dreadnoughts are powerful long-range bombardment ships armed with multiple rocket launchers, which are easily capable of destroying any surface target in seconds. Their special ability enables them to fire more rapidly than normal; however, pushing their weapon systems in this hasty manner causes steady internal damage.



Your new dreadnoughts will be extremely helpful to you during this mission, but you can't build any more once they're gone. Capture the nearby dry dock, however, and all of your naval units will automatically self-heal over time.

Destroying the Scout Base



Now that you own the eastern seas, you must take the fight onto dry land. Advance your stingrays into the northern cove and onto the shore, and ask your ally to do the same. Order your dreadnoughts to begin bombarding Imperial structures from afar, and begin transporting infantry units across the waters by way of bullfrog.



Remember: as long as you have war funds, you should be producing backup units (mainly stingrays and bullfrogs).

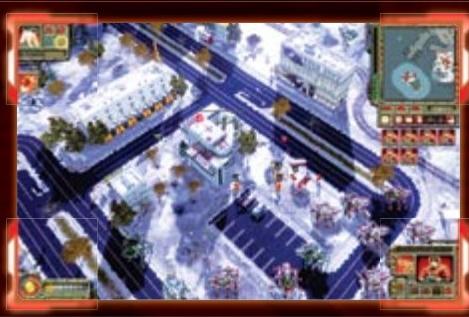


Continue producing stingrays and infantry units back at base, and continue your assault until the Rising Sun's eastern scout base is no more. Next, order your forces northward, moving to secure the rest of the city.

If you've brought infantry to the front line, garrison them inside buildings for improved defense. Continue using your dreadnoughts to bombard hostile-controlled structures as you push northward with your troops and stingrays.



Use your conscripts' Molotov cocktails to quickly clear buildings that are garrisoned by hostile troops. This is faster than destroying the buildings with regular attacks, and it also leaves the structures in better shape for your soldiers to reoccupy.



If you like, train a combat engineer at your barracks, then escort him over to your forces via bullfrog. Have him capture the hospital building, and all of your infantry units will automatically regenerate health over time for the duration of the battle.



Combat Engineer

Type: Infantry

Purpose: Field support

Trained at: Barracks

Cost: 500

Time to Train: 10 seconds

Combat engineers are support units capable of capturing neutral or enemy structures both on land and at sea. They can also be used to instantly repair your damaged structures.

Unlike their Allied and Imperial counterparts, Soviet combat engineers carry basic revolvers for self-defense. They may also spend funds to quickly erect a battle bunker, which can be garrisoned by other infantry for improved cover.

Naval Base Assault

Your adversary also has two naval bases in the area: one is out to sea, directly north of your outpost, and the other is built atop the northern docks. Send a swarm of stingrays and bullfrogs to assault the sea base first, but beware: This base is heavily defended by monstrous Imperial battleships! Coordinate with your ally and send plenty of units to ensure the base falls.





TIP

Focus your stingrays' fire on the battleships to secure the seas, use your bullfrogs to shoot down aerial bogies, and bombard the base's structures with your dreadnoughts.



After annihilating the sea base, reinforce your army with additional units and send them north to assault the other naval base, which is built atop the northern docks. Ask your ally for assistance, and continue producing stingrays and bullfrogs back at base.



NOTE

Two damaged barracks stand near the Empire's northern docks base, just south along the pier. Capture them with the nearby combat engineers to repair them and gain the ability to produce forward infantry.

Sudden Ambush

After leveling the third and final Imperial naval base, a surprise attack force suddenly appears on radar and begins assaulting your ally's outpost. Send whatever units you have stationed near your base to help your co-commander repel this force—it would be a shame to lose her aid!



If you don't have many units back at base, unleash a support power to decimate the ambushers. The Magnetic Satellite works wonders.

Assaulting the Imperial Administration



Your final task is to annihilate the Imperial military admin facility, located in the region's northeast corner. Order your stingrays, still loitering about the smoldering remains of the Rising Sun's docks base, to invade from the west. (You might want to reinforce your stingray group before sending them into the fray.)



While the stingrays are on the march, return your attention to the city area, where your infantry have been holed up all this time. Pile your remaining troops into bullfrogs, then drive north toward the Imperial administration facility. A huge snowbank prevents your bullfrogs from advancing any farther but not your foot soldiers: launch your troops over the northern snowbank, landing them in range to assault the site in tandem with your stingrays.



TIP

Order your infantry into the nearby buildings after they land for greater defense.

Enter: King Oni



Your two-pronged assault on the Imperial admin facility ensures a swift victory, but the Empire has one last trick up its sleeve. Just before the building falls, it is suddenly surrounded by an impenetrable force field, and a monstrous robot charges in from the north! Open fire on this fearsome warrior while you wait for the force field to dissipate, then level the admin building to complete your mission.

★ Geneva: March of the Red Army ★



THE ALLIES HAVE FORTIFIED THEIR POSITION ALONG THE WATERFRONT HERE AT GENEVA AND HAVE MAINTAINED A FORMIDABLE ARMY BASE INLAND. THE PREMIER HAS ASKED THAT GENERAL KRUKOV PERSONALLY SUPERVISE THIS OPERATION, SO YOU'LL BE WORKING WITH HIM ON THE FIELD. YOUR MISSION IS TO INVESTIGATE THE ENERGY FLUCTUATIONS EMANATING FROM THE LAKE AND TO DESTROY ANY ALLIED NAVAL FORCES YOU FIND THERE. YOU WILL ALSO NEED TO ELIMINATE THE ALLIES' ARMY BASE TO CLEAR THE WAY FOR GENERAL KRUKOV. IT MAY HELP TO CONVINCE GENEVA'S FINANCIAL ESTABLISHMENTS TO SUPPORT YOUR CAUSE. GOOD LUCK TO YOU, COMMANDER.

★ PRIMARY OBJECTIVES

1. Destroy the Allied supply port
2. Destroy the Allied army base
3. Destroy the Allied command HQ
4. General Krukow's HQ must survive



★ BONUS OBJECTIVES

1. Capture all six Swiss banks

★ AREAS OF INTEREST

1. Insertion point (your base)
2. Co-commander base
3. Allied supply port
4. Allied army base/General Krukow's HQ
5. Allied command HQ
6. Swiss banks

★ LEGEND

- Hospital
- Observation Post

By Land and Sea



The Allies have established a strong foothold in this region and must be annihilated. You've been granted control of a small sea outpost that sports a naval yard. Waste no time in queuing up a host of stingrays, amassing a formidable nautical force.



Set your naval yard's rally point to the east of your sea base. This poises your ships to repel inbound hostiles.

Your ally in this conflict has established a base on dry land to the south. You can use your ally's turf to set down structures, so build a barracks there, followed by a war factory. The moment your barracks is in place, queue up six combat engineers, and when your war factory's ready to go, queue up a slew of hammer tanks and sickles.



Alternate between Hammer Tanks and Sickles, adding just a couple to each of their queues. This will cause a few Hammer Tanks to roll out, then a few Sickles, then more Hammer Tanks, and so on.

▶ Hammer Tank

Type: Vehicle

Purpose: Antiarmor tank

Trained at: War factory

Cost: 1,000

Time to Train: 10 seconds

Hammer tanks are effective against most vehicles and structures, and their combination of speed and firepower makes them ideal front-line fighters. They can crush lighter infantry under their heavy treads, and in lieu of using their main gun, hammer tanks may opt to employ their leech beam: a powerful ability that absorbs enemy armor, healing the tank. The leech beam will also steal enemy weaponry, transforming the hammer tank's offensive capabilities and allowing it to adapt.



You're already harvesting ore from the ore mines near your outpost, but you can secure additional funds by capturing each of the six Swiss banks in the region. The first three banks aren't far from your ally's base; send your combat engineers to capture the nearest one, using your hammer tanks as escorts.



While your combat engineers and hammer tanks are en route, snap your view back to your sea base and select your stingrays. Send these ships east to explore the waters, zapping any Allied forces that get in your way.



Assign your stingrays and hammer tanks into groups so you may quickly select and center your view on them as needed. This will allow you to simultaneously wage war on land and sea very efficiently.

Allied Might



The Allies soon show their strength by activating their chronosphere: a versatile support power that enables them to transport large numbers of units great distances across the battlefield. The chronosphere warps a formidable nautical force to ambush your stingrays; make a stand and order your ships to return fire.

Reinforcements Arrive



Seeing the Allies' might, your superiors quickly grant you control of some Akula subs. These stealthy craft can dominate the seas with their torpedoes; order them to assist your stingrays in crushing the Allied ambush party.



Don't forget: You have access to support powers too!

Akula Sub

Type: Naval

Purpose: Advanced antiarmor

Trained at: Naval yard

Cost: 1,800

Time to Train: 20 seconds

Akula subs excel at quickly destroying enemy ships with their torpedoes. They must surface to fire but are invulnerable to most attacks while submerged. Their special ability is to fire Ultratorpedoes, which are devastating unguided warheads that rapidly accelerate straight ahead, dealing extreme amounts of damage to anything they strike.



With the seas temporarily secured, queue up some replacement stingrays, along with a few Akula subs. Then return your attention to your hammer tanks, having them escort your combat engineers to take the next Swiss bank ahead.



Note: The Allies will try to recapture the Swiss banks, so leave a unit or two behind to defend each one.

Clearing the Shroud



After capturing the second Swiss bank, consider sending a combat engineer to capture the observation post to the north, near the shore. (Check the map for its exact location.) Once this structure is captured, you'll banish some of the fog of war, gaining a better view of the surrounding battlefield.

Destroying the Supply Port

By the time you cap the next bank, your naval yard should have pumped out enough ships to reinforce your navy. Send your entire fleet east to decimate the Allied supply port, but expect to face stiff resistance when you get there. Make sure you have a respectable-sized fleet or you'll have trouble finishing the job, and reinforce your navy as necessary to see the task through.





Set your ships to Aggressive Stance and they'll automatically fire on non-aggressive enemy structures, such as power plants.



As your navy begins its assault, send your hammer tanks and combat engineer eastward to take the next Swiss bank. Your tanks can also advance to assist your navy in obliterating the Allied supply port if need be.

Bank Robbing



If you wish to capture all the Swiss banks and complete a bonus objective, now's a good time to do so. One of the banks lies on the isle to the north of your sea base; send a combat engineer there (they're amphibious), escorted by a small detachment of stingrays to wipe out any hostiles in the area. Leave the stingrays there to keep the isle secure.



Send three combat engineers to the northern isle and you can capture the hospital and observation post that stand there as well.

Assaulting the Allied Base

Crushing the Allied supply port sways the battle in your favor. Stop producing naval units for the moment and begin cranking out hammer tanks and sickles. Build up a sizable force and advance on the Allied base to the southeast, setting your units to Aggressive Stance so they fire on Allied structures as well as units. Keep cranking out units, make good use of support powers, and don't relent until the base falls.



Destroying the Allied Command HQ



Leveling the Allies' base clears the way for General Krukov to deploy his forces in the region. The battlefield then expands to reveal the Allies' formidable command HQ to the north. Keep those sickles and hammer tanks rolling out of your war factory, and coordinate with your co-commander as you advance on the Allies' primary base.



Seeing the vastness of the Allies' command HQ, the powers that be permit you the use of V4 rocket launchers. Build a few of these powerful base-assault vehicles and use them to decimate the Allies' spectrum tower base defenses from afar, as these can spell trouble for your vehicles. Roll your tanks in after obliterating the towers, razing the base to conclude your business here in Geneva.

V4 Rocket Launcher

Type: Vehicle
 Purpose: Heavy bombardment
 Trained at: War factory
 Cost: 1,200
 Time to Train: 15 seconds

V4 rocket launchers are long-range artillery vehicles whose rockets can quickly destroy most any unit or structure they hit. The V4's special ability enables it to fire multiple warheads that break up in flight, causing widespread damage (as opposed to the focused punishment of their typical payloads). Be advised: V4 rocket launchers cannot defend themselves against close-range threats and must therefore be protected by direct-combat units, such as hammer tanks.



★ Mykonos: The Science of War ★

 THE ALLIES' TOP-SECRET SCIENCE FACILITY IS LOCATED IN THIS REGION AND MUST BE CAPTURED. YOUR OBJECTIVES ARE TO TAKE OVER THE ALLIES' ORE-MINING OPERATIONS NEAR THE DEPLOYMENT ZONE, USING THE EXTRA FUNDS TO HELP YOU ELIMINATE THE ALLIES' NAVAL FORCES IN THE AREA. ONCE THAT'S DONE, YOU'LL BE FREE TO CAPTURE THE SCIENCE FACILITY. GOOD HUNTING.

★ PRIMARY OBJECTIVES

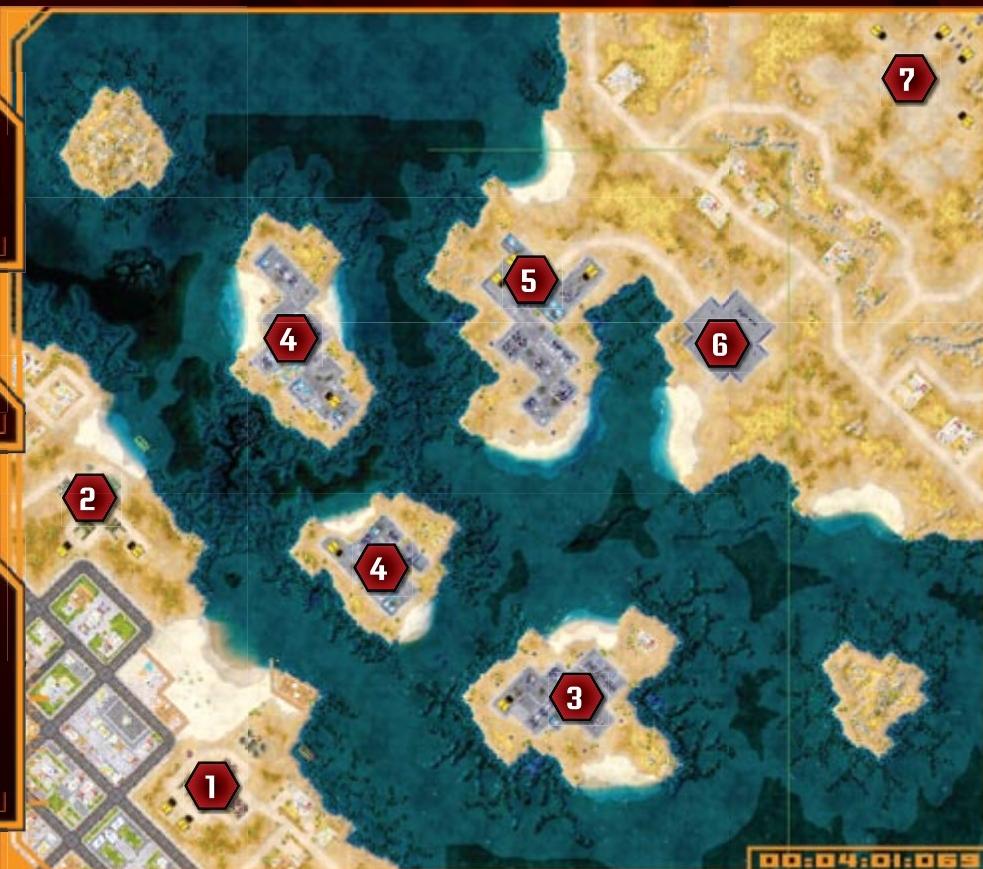
1. Expand to islands
2. Destroy the Allied naval base
3. Capture the Allied science facility
4. Hold the science facility

★ BONUS OBJECTIVES

1. Destroy the tech inhibitor

★ AREAS OF INTEREST

1. Insertion point (your base)
2. Co-commander's base
3. Tech inhibitor isle
4. Forward isles
5. Allied naval base
6. Allied science facility
7. Allied HQ



Tech Inhibited

Head's up, Commander: The Allies are using a powerful tech inhibitor to prevent you and your co-commander from accessing much of your technology during this operation. Fortunately, you have access to a naval yard and an airfield right from the start, while your ally owns a naval yard and a barracks. Queue up a host of twinblades at your airfield, along with a handful of Akula subs at your naval yard.



Twinblades are extremely useful throughout this mission. If you have funds to spare, make sure your airfield is cranking them out.

Twinblade

Type: Aircraft
Purpose: Antisurface air transport
Trained at: Airfield
Cost: 1,200
Time to Train: 15 seconds

Twinblades are antisurface combat helicopters armed with machine guns and air-to-surface rockets. In groups, they can quickly decimate most ground targets, but they cannot combat airborne threats. In addition to their powerful weaponry, twinblades function as rapid transports, efficiently ferrying infantry and medium-sized vehicles (such as hammer tanks and V4 rocket launchers) across the battlefield.



Enemy naval units will be a nuisance in the early stages of this battle: Dolphins will assault your naval yard, and riptide ACVs will wash up on your northern shore, attempting to deploy troops. You can't build base defenses while the tech inhibitor stands, so ward off these nautical threats with your twinblades and Akula subs, which are more than a match.



Destroying the Tech Inhibitor



Once you've amassed a respectable force, send your twinblades to assault the southeast isle, where the Allies' tech inhibitor is located. Target antiair units such as javelin soldiers first, then work at destroying the Allied boot camp to cripple their ability to reinforce. Leave your subs to defend your base, and continue producing additional twinblades to assist them.



Your twinblades need not fear the many Allied spectrum towers built atop the isles—they can't target aircraft.



After you crush the Allied resistance, set your twinblades to Aggressive Stance and begin dismantling their outpost. Your choppers will take out the tech inhibitor as they level the place, granting you access to lots more technology.

Branching Out



The isle you've conquered sports an ore mine, making it valuable turf to control. Produce a Sputnik vehicle at your naval yard and send it roving toward the isle's southern shore. Make sure to escort your Sputnik with twinblades, and leave your choppers to defend the isle while you unpack your Sputnik near the ore mine.



Your ally may send a Sputnik to your newly conquered isle before you get the chance. If this is the case, save your Sputnik for future use.



Once your Sputnik is in place, you can set down structures on the isle as you see fit. Begin with an ore refinery, placing it near the ore mine in the designated spot. Then place a few sentry guns to defend your new outpost.



Set sentry guns near your naval yard and airfield now as well. They'll quickly cut down enemy raiders, allowing you to advance your forces with confidence.

Taking the Forward Isles



With the southeast isle under your control and sentry guns deployed to defend your bases, advance your twinblades against the forward isles. Decimate the Allied presence at these sites just as you did before, then unpack a few Sputniks so you may establish income-generating outposts. Place more sentry guns to defend these sites.



The greatest threat to your aircraft are Allied naval units known as hydrofoils. Keep your choppers out of their range and advance your Akula subs to ward off these threats.

Counterstrike



By this point, the Allies are likely sending heavy naval units against you, including aircraft carriers and assault destroyers. You can always tell when aircraft carriers are about: Their bomber drones are dead giveaways. Respond with your Akula subs and twinblades, making short work of each threat.

Teching Up

Now that the funds are pouring in, start advancing your technology. Construct a battle lab, placing this precious structure back near your main base, far away from the front line. Once the battle lab's in place, you can produce mighty dreadnoughts at your naval yard. Queue a few and set your naval yard's rally point near your central isle so the behemoths automatically head for the front line.



Assaulting the Naval Base

Once you've got a few dreadnoughts in the water, advance your forces north against the Allies' primary naval base. Have your Akulas defend your dreadnoughts as they bombard your rival's structures, beginning with their multigunner defense turrets, which pose a threat to your twinblades. Make good use of your support powers and keep hammering away until there's nothing left to destroy.



Gearing up for War



Victory may seem at hand, but in truth, this battle's far from over. Erect an outpost atop the smoldering remains of the Allied naval base, and begin harvesting resources from the ore mines your rivals had been exploiting. Build an airfield and a war factory here,

and queue up a host of sickles and hammer tanks, which will soon come in handy. Place sentry guns and flak cannons along the northern perimeter as well.

While building your forward base, advance your dreadnaughts toward the Allied science facility, using their devastating long-range bombardments to wipe out the many defense turrets surrounding the structure. Then send your vehicles and twinblades to occupy the land.



Capturing the Science Facility



Once you've amassed an absurdly huge force near the science facility, construct a barracks at your new base and train a combat engineer. Order the engineer to capture the science facility—but only when you're prepared to face a harrowing battle.

Defending the Science Facility



your production structure's rally points near the site and keep cranking out reserves.

The Allies aren't pulling any punches and will now send aircraft against you. Fortunately, you now have the option to produce MiG fighters at your airfields, which excel at combating hostile aircraft. Queue up a full squadron of four MiG fighters at both airfields to help you defend the skies.



MiG Fighter

Type: Aircraft

Purpose: Anti-air jet

Trained at: Airfield

Cost: 1,000

Time to Train: 10 seconds



MiG fighters are specialized air-superiority jets designed purely for intercepting groups of enemy aircraft. They carry a limited supply of ammunition (shown next to their Health bars) and must occasionally rearm at an airfield. MiG fighters have a special ability—they can rapidly return to their native airfield, gaining a significant speed boost when this talent is employed.



In addition to their aircraft, the Allies also speed in swarms of tanks and troop transports that rapidly deploy foot soldiers and engineers. This is why you built up such a force—you've got to hold the site against the ever-growing onslaught. Keep those units pouring in, set everything to Aggressive Stance, and employ support powers as needed to help you hold the site, completing your mission.



All's not lost if the Allies manage to reclaim the science facility; you're given time to recapture it.

★ Van Esling Airbase: No Traitors Tomorrow ★



THE LAST MAJOR ALLIED TARGET IN EUROPE IS THE VON ESLING AIRBASE. DESTROYING THIS BASE WILL EFFECTIVELY FREE THE LAST OF THE EUROPEAN LANDS FROM ALLIED CONTROL. YOUR OBJECTIVE IS SIMPLE: LOCATE THE VON ESLING AIRBASE AND DESTROY IT. DUE TO THE SIGNIFICANCE OF THIS OPERATION, GENERAL KRUKOV WILL ONCE AGAIN BE ON-SITE TO SUPERVISE. BEST OF LUCK, COMMANDER—THIS IS A TREACHEROUS PLACE.

★ PRIMARY OBJECTIVES

1. Destroy both Allied forward bases
2. Eliminate Krukow
3. Destroy the Allied strategic airbase

★ BONUS OBJECTIVES

1. Build an expansion base

★ AREAS OF INTEREST

1. Insertion point (your base)
2. Co-commander's base
3. Allied forward bases
4. Krukow's base
5. Allied strategic airbase
6. Proton collider

★ LEGEND

- Oil Derrick
- Observation Post



Funding the fight



You're given a massive war fund to help you establish a foothold here, but don't become overconfident—it isn't long before General Kukov arrives, and once he does, he requisitions the vast majority of your resources. Hurry and build a crusher crane near the middle of your base to acquire additional production queues. This will help you build up your base twice as fast.



Crusher cranes also sport a wide repair radius and will automatically repair any damaged units you park within range (except infantry).

Once your crusher crane's in place, immediately take advantage by building two airfields at once. You now have two support structure queues to utilize as well, so begin surrounding your island with flak cannons. Once your airfields are down, queue up two full squadrons of MiG fighters—they'll be invaluable at warding off hostile bombers hailing from the Allies' northern and eastern outposts.



Try to also build a battle lab, a naval yard, barracks, and a backup super-reactor before General Kukov arrives. Use your MiG fighters to dispatch enemy aircraft while you fortify your position with additional flak cannons.



Place a few flak cannons and sentry guns just south of your nautical ore refinery. The Allies may lie to the north, but they aren't the only threats you'll face here.

General Disarray



Kukov soon arrives and snatches up most of your funds (though he does leave you a few scraps). Stop building MiGs at this point and start producing loads of twinblades at your airfields instead. Mass a strike force and assault the Allied outpost to the east, targeting its antiair defenses and then obliterating its twin airbases.



If you've built a barracks, hurry and send out combat engineers to capture the many oil derricks in the area. They'll each provide you with extra income, but that glutton Kukov is quick to hoard even these for himself.

Expansion Effort



The Allied encampment is largely crippled once its airbases are gone. Continue producing twinblades and MiG fighters as your strike force levels the remainder of the outpost, and build a Sputnik at your naval yard as well. Once the Sputnik is produced, ferry it over to the smoldering Allied outpost by way of twinblade, unpacking it near the ore mines so you may reap additional resources.





Return your wayward twinblades to base for crusher crane repairs while advancing fresh choppers against the Allied outpost.

Traitorous Behavior



You soon discover that Krukov is not only a pompous glutton, but also a traitor. It was he who staged the attempt on the premier's life. Krukov is now your enemy, and his massive stronghold is far more of a threat than the Allies' lingering presence. Devote all your resources to repelling his initial assault against your main base, cutting his aircraft out of the sky with your MiGs and raining death on his naval units with your twinblades.



The Magnetic Satellite support power works well at sucking away naval units, including those hulking dreadnaughts. Don't unleash it against submerged vessels, though—it won't have any effect.



Krukov's vicious assault is likely to take a heavy toll, but don't dismay:

you now have the ability to produce mighty Kirov airships, the most terrifying air vessels in the Union. However, before queuing any up, work at rebuilding your southern base defenses, along with any vital structures you may have lost. Also ensure that your new outpost is well defended by flak cannons—you cannot afford to lose that site now.

Kirov Airship

Type: Aircraft

Purpose: Heavy bomber

Trained at: Airfield

Cost: 2,500

Time to Train: 25 seconds

Kirov airships are flying heavy bombers. They're slow but highly durable, and nothing on the ground can withstand their bombs. Their special ability provides them with a burst of speed, using a chemical process that slowly causes damage. This ability should therefore be used sparingly.



New Rule



With your defenses back up and both of your bases secure, start cranking Kirovs out of your airfields. It takes time for these behemoths to assemble, and they're not exactly the fastest ships in the Soviet airforce, either. Their strengths lie in their incredible armor and devastating bombardments, however—a perfect combo for the task at hand.



Always escort your Kirov airships with MiG fighters, as they're easy prey for enemy fighter planes.

After you build five or six Kirovs, send them all directly toward Krukov's base. Support them with your MiG fighters and twinblades, but let your Kirovs take the lead; their heavy armor can soak up plenty of punishment. Annihilate any antiair resistance you encounter, but otherwise try to do very little damage to Krukov's forces. Head directly for his construction yard and HQ building, obliterating both structures to end the general's rule and gain control over his entire army.



Allied Assault



Seeing the Soviet forces at odds with one another, the Allies take the opportunity to reinforce their position by laying down an imposing encampment to the north. Strengthen your primary base's northern shoreline with additional flak cannons and sentry guns while you finish taking care of Krukov. Once the traitorous general's forces

are under your command, devote your full attention to repelling the Allied raiders.

Beware, Commander: The Allies have a lethal trick up their sleeve. They've constructed a proton collider Superweapon on a remote northeastern island, which can spell disaster for your base if allowed to go off. Fortunately, the weapon takes several minutes to charge; immediately send your Kirovs north to obliterate the structure before its power can be wielded against you.



Expect numerous Allied antiair fighter jets to be guarding the proton collider. Send all your MiGs to nullify these threats or your airships might not make it.

Allies Go Home



With the proton collider decimated and Krukov's resources flowing into your coffers, the momentum is now on your side. Just keep building Kirovs, MiG fighters, and twinblades, and keep sending these forces north in waves until you've purified Europe from its Allied scourge.



★ Mt. Fuji: To Tame a Living God ★



THE PREMIER HAS ORDERED THE ASSASSINATION OF THE EMPEROR OF THE RISING SUN. YOU MUST INVADE EMPEROR YOSHIRO'S PALACE GROUNDS AND ELIMINATE HIM—MAKE CERTAIN HE DOES NOT ESCAPE. YOUR FORCES HAVE ALREADY BEGUN THEIR AIRDROP INTO THE AREA. GOOD LUCK TO YOU, GENERAL.

★ PRIMARY OBJECTIVES

1. Create a diversion
2. Assassinate the emperor
3. Destroy Shinzo's base
4. Destroy Naomi's base
5. Destroy Kenji's base
6. Destroy the emperor's palace
7. Kill the emperor



★ BONUS OBJECTIVES

1. Destroy the generators
2. Rescue the captured conscript and bear

★ AREAS OF INTEREST

1. Insertion point
2. Palace garden
3. Your base
4. Co-commander's base
5. Shinzo's base
6. Naomi's base
7. Kenji's base
8. Emperor's palace
9. Generators
10. Captured conscript and war bear

★ LEGEND

- Oil Derrick

Behind Enemy Lines

The Soviets attempt a brash aerial troop deployment, but luck is not on their side: All of their planes are shot down by Imperial antiair defenses. Only two units make it through the ordeal; you have control over the surviving conscript, while your co-commander owns the war bear. These are the sum total of Soviet forces in the region, so you'd best take things nice and easy.



You don't want your conscript to fire on anything or he'll attract unwanted attention. Set him to Hold Fire stance to ensure he attacks only targets you specifically designate. Avoid issuing Attack Move orders.

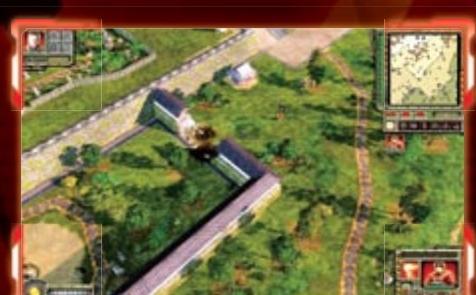
Emperor Yoshiro is enjoying the day in his garden, located to the south. Move your conscript toward the south steps, but don't go down; there are far too many Imperial guards at the bottom. Head west instead, keeping your distance from soldiers stationed beyond the northern wall.



Creating a Diversion



Stop when you reach a wooden fence. You've come full circle, but those guards are still standing near the garden's entrance (a giant hole in its eastern wall). You need to make some noise to distract those guards and get them to move; head south, down some more steps, to locate a fuel drum. Fire on the drum to create a huge explosion.



The emperor is within view to the south, but he's out of your conscript's firing range. Continue west until you reach another wide set of steps. Wait for the guards at the bottom to head south on patrol duty before descending, making sure to keep your distance.



After descending the steps, head northeast, hugging the garden's southern wall. Ignore the defender core that putters past—it's harmless until it unpacks, which it won't have time to do before your conscript is well out of range.



Emperor Yoshiro's life now rests in your hands. Order your conscript to open fire while your co-commander advances his war bear for the kill.



The Battle Begins



Unfortunately for your brave conscript, it turns out the man he killed was actually just a body-double—the *real* Emperor Yoshiro is resting comfortably within the confines of his mountain stronghold. Your mission has not changed, however: You must still assassinate the Emperor of the Rising Sun at all costs. To aid you in this challenging task, the premier has granted you the use of an MCV, along with two fearsome new units known as apocalypse tanks.

Apocalypse Tank

Type: Vehicle

Purpose: Advanced antiarmor tank

Trained at: War factory

Cost: 2,000

Time to Train: 20 seconds



Apocalypse tanks are the pride of the Soviet armor division, easily capable of annihilating other vehicles with their powerful main guns. These mighty mammoths can crush practically anything under their massive treads, and although they're quite slow, they own a powerful Magnetic Harpoon ability that draws in enemy vehicles for the kill.

Digging In

The Imperials are not pleased at having Soviets so close to their emperor's palace and immediately send forces against you. Order your apocalypse tanks to repel these initial attackers while you begin to build your base. Start by placing a reactor back near your ore refineries, then build a crusher crane close to your construction yard. This will grant you access to additional production queues while providing your apocalypse tanks with repairs.



TIP
Ensure that your tanks are always facing their attackers. Their armor is much stronger in front than on the sides and rear.

Once your crusher crane is in place, build a super-reactor and a barracks. Also, begin placing flak cannons about your front line—your tanks can handle ground threats for now. Once your barracks is down, pump out a combat engineer and have him capture the nearby oil derrick for extra income. Then queue up some flak troopers for improved air defense.



With income flowing in and your base defenses up and running, start building an airfield and a battle lab. Crank out four MiG fighters, followed by a host of twinblades. Then simply build a war factory and place additional base defenses as you see fit.

A powerful airforce will help you respond to threats against your co-commander, whose base is in a far more vulnerable position. Support him as best you can throughout the conflict.

Branching Out



With your base fully functional, look to expand and secure the northern ore mine. Produce a Sputnik at your war factory and escort it to the site with your tanks and flak troopers. Unpack it there, then immediately lay down an ore refinery, followed by several flak cannons and a few sentry guns or Tesla towers. Leave your units to defend the site while you fortify its defenses and continue producing reinforcements back at your main base.

Assaulting Shinzo's Base



With your main base and outpost generating plenty of income, start building up a powerful strike force of apocalypse tanks, V4 rocket launchers, Kirov airships, and twinblades. Advance your V4s and Kirovs first, obliterating base defenses (particularly those fearsome wave-force towers) and clearing the way for your tanks and twinblades. Utilize support powers as necessary and keep driving forward until you wipe Shinzo's forces from the battlefield.

CAUTION

The Imperial army's commando unit, Yuriko Omega, can really mess with your forces. Whenever you see her tossing your units about, immediately advance your twinblades to cut her down.

TIP

If you ever need to retreat your vehicles, make sure to issue the Reverse Move order to keep their stronger armor facing front.

No point in letting Shinzo's ore mines go to waste. Erect another outpost at his former campsite to claim additional funds, and build lots of flak cannons to defend its northern and eastern walls. In time, you'll want to set down another barracks, war factory, and airfield here so you can produce forward units.



Pushing Forward



At this point, you can go after either Kenji or Naomi. Kenji's base is closer to yours, while Naomi is likely to overwhelm your ally if you don't lend a hand. With three outposts generating war funds, you've more than enough might on your side to wipe out both Imperial commanders. The choice is yours, General.

TIP

The battle doesn't end after you crush the two remaining Imperial outposts, so don't spread yourself too thin. Conquer one base, establish another forward outpost there, then move against the other. Make sure you have lots and lots of forces in the field before finishing off the final Imperial commander, in preparation for things to come.

Invasive the Emperor's Palace



With all three of Emperor Yoshiro's commanders defeated, his stronghold is now completely exposed. Mass your forces and make a calculated advance as you've done before, bombarding his base defenses from afar before rolling in your tanks and other units.

Optional Bonus Objectives



To simplify the task of assaulting the emperor's base, send some Kirovs and twinblades to annihilate the host of instant generators at the region's northeast corner. This completes a bonus objective and cuts power to much of the emperor's base defenses, leaving his palace extremely vulnerable.



The Emperor's Last Stand

With his palace in ruins, Emperor Yoshiro has no choice but to attempt a daring escape: He dons a massive suit of battle armor and flees his crumbling empire. You must not allow the emperor to flee; order all of your forces to attack him. Twinblades are ideal, as they can keep up with the emperor's swift battle suit. Do what you must to ensure that the Imperial army's figurehead falls to Soviet might.



★ Easter Island: The Stone-Faced Witnesses ★

[Map on next page](#)



THE ALLIES ARE EN ROUTE FROM THE SOUTHEAST, EXPECTING TO NEGOTIATE A PEACE TREATY. HOWEVER, YOUR TASK IS TO DESTROY THEM, SO YOU MUST DRAW FIRST BLOOD. PREPARE AN ASSAULT AGAINST THE ALLIED FORCES COMING TO MEET WITH THE PREMIER, BUT DO NOT STRIKE UNTIL YOU'RE GIVEN THE SIGNAL. STAND BY FOR FURTHER ORDERS FROM THE PREMIER. GOOD FORTUNE TO YOU IN BATTLE.

Massing an Ambush



Your orders are clear, General: Amass a formidable force with which to decimate the inbound Allies. You have just minutes to build your army, so waste no time placing a reactor, followed by a crusher crane. Next build two ore

refineries to generate additional funds, followed by a super-reactor and an airfield. Start placing sentry guns around your southern shoreline as well.



Keep an eye on the Allies' mounting escort force to gain an idea of what you're up against.



Build a naval yard next and begin producing Akula subs, and queue up a host of twinblades at your airfield. These units will serve you best in the forthcoming assault.

★ PRIMARY OBJECTIVES

1. Build an ambush force
2. Destroy the Allied emissary and his escort
3. Stop the Allied counteroffensive
4. Destroy the vacuum imploder before it fires
5. Destroy the premier's volcano fortress

★ BONUS OBJECTIVES

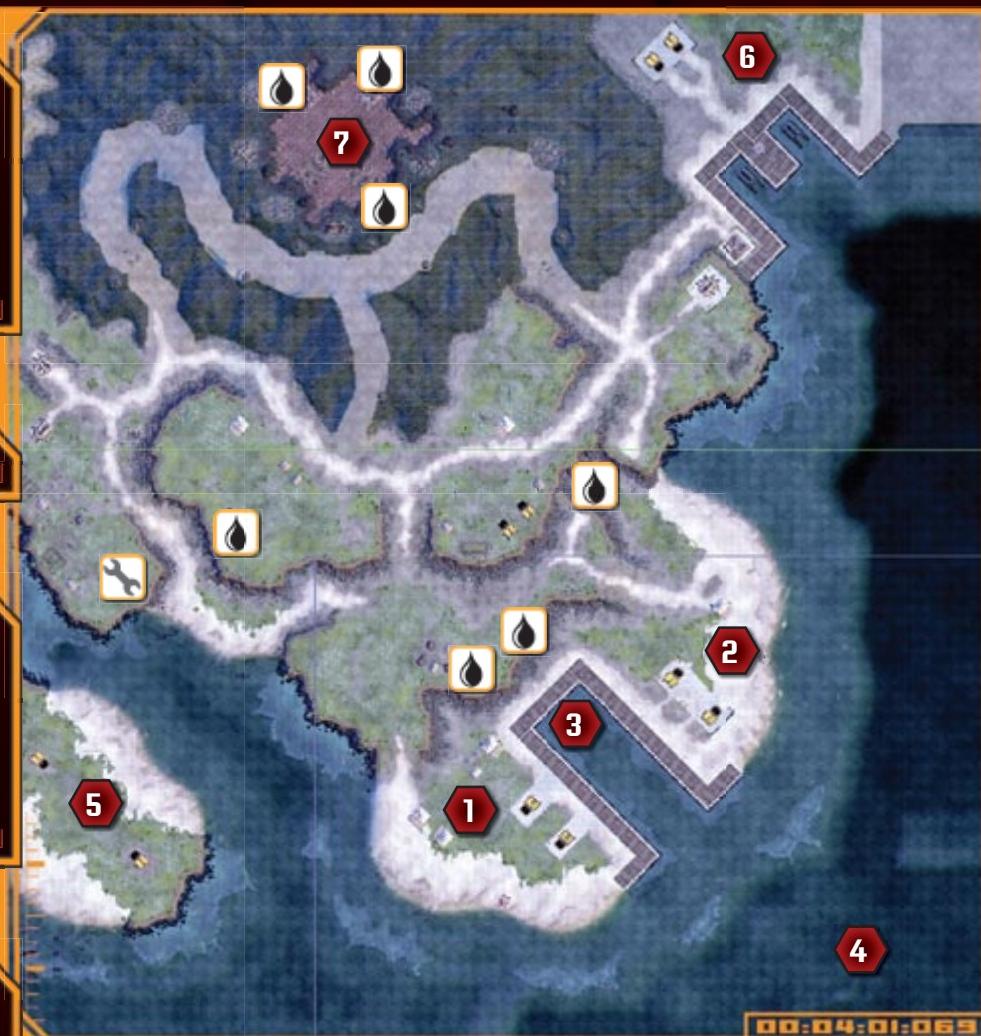
There are no bonus objectives in this mission.

★ AREAS OF INTEREST

1. Insertion point (your base)
2. Co-commander's base
3. Soviet ambassador
4. Allied emissary
5. Allied outpost
6. Vacuum imploder
7. Volcano fortress

★ LEGEND

- Oil Derrick
- Garage



Springing the Trap



The Allied emissary—a giant aircraft carrier—approaches the Soviet ambassador in good faith, but the talks don't go so well. Have your twinblades at the ready and immediately attack the aircraft carrier the moment you're given the order. This quickly takes the Allies' most powerful unit out of the fight without placing any of your units at risk.



The Allies are quick to notice the deception and advance their entire escort against your ally's base. Immediately send your forces there to intercept, and utilize your support powers to decimate the escort fleet before they can cause much harm. When the smoke clears, return all of your units to base for repairs.

Counterstrike



The Allies are not amused and immediately begin unpacking a base on the island to the east of your base. They waste no time sending units to attack your base, so be quick to respond. Pull your twinblades back until your Akulas manage to destroy the enemy hydrofoils, then advance your choppers and rain death down on the remainder of the Allied assault force.



After suffering heavy losses, the Allies are quick to withdraw their forces and retreat back to base. Don't give them a chance to regroup; chase after them with your Akulas and twinblades, and make them pay for their mistake.



You'll find the Allies are still scrambling to get their outpost up and running. If you've got a good number of twinblades, you can easily decimate

the encampment before it becomes fully functional. Start with their forward naval yard, using your Akula's ultratorpedoes to destroy it in short order. Then use your twinblades to cripple the remainder of their base, taking out each defense turret in turn.

Deadly Double Cross



With the Allies' base in ruins, the premier takes the opportunity to thank you for all your help—and to inform you that you're now an enemy of the Union. Pull your forces back to base and begin placing defenses about your northern perimeter. Meanwhile, build a Sputnik and send it over to occupy the Allies' former campsite.



CAUTION

You cannot afford to lose your ally in this conflict. If the premier focuses his attacks against your comrade, be quick to respond with twinblades and MiG fighters.

In addition to his vast array of conventional forces, the premier has also constructed a vacuum imploder to the east of his volcano stronghold. You must destroy this Superweapon before challenging the premier's fortress, and you have only so much time to do so before it fires. Keep an eye on the countdown timer and begin producing Kirov airships to send against the Superweapon. Issue your ally the Plan Attack order as well.



TIP

Dreadnoughts will also be of use when assaulting the vacuum imploder. Build a few and keep your Akulas close by for defense.

Sneak Attack

Continue building units and assisting your ally in repelling the premier's attacks until the countdown timer nears the five-minute mark. At that point, it's time to strike at the vacuum imploder. Ask your ally for aid as you advance your Kirovs and dreadnoughts, sending your subs, twinblades, and MiG fighters along as support. Send your entire army along the eastern sea for a stealthy approach.



It may help to establish an outpost in the central valley, just south of the volcano. After you secure the area, send a Sputnik there, unpack it, and lay down a crusher crane. This gives your forward units a convenient place to heal up.



You'll first need to obliterate the premier's seaport. Have your dreadnoughts bombard the defense turrets while your Kirovs move forward. Annihilate any naval units with your Akulas, advancing your twinblades and MiGs only when the need arises.

With the seaport annihilated, simply advance your forces against the vacuum imploder. Have your MiGs take out any antiair fighters while your Kirovs and twinblades take care of the bombing. Your twinblades and dreadnoughts will also decimate any ground forces that threaten, and your Kirovs can assist once the vacuum imploder is rubble. Don't shy away from unleashing support powers as well.



Keep smashing away at the volcano fort's defenses until there's nothing left to challenge your airships. Decimate the three indicated fortress structures to cripple the stronghold, and teach the premier a lesson he won't soon forget.

Premier Assault

It may not seem like it at first, but this battle's close to finished once the vacuum imploder threat has been nullified. Though the premier's fortress is well guarded by numerous flak cannons, its defenses are laughable against a healthy crew of Kirovs and twinblades. Rebuild your forces as necessary, sending another airborne fleet against the volcano fort.



★ New York City: Blight on the Big Apple ★



THIS COULD BE THE FINAL BATTLE PLAN, GENERAL. YOUR TARGETS ARE THE ALLIED MILITARY FORTRESS IN NEW YORK CITY, AS WELL AS THE STATUE OF LIBERTY ITSELF. THE ALLIES WILL BE ON HIGH ALERT, RELYING ON ANY FORCES THEY CAN MUSTER—TAKE CAUTION WHEN MOVING AGAINST THE BASE. ONCE YOU'VE SECURED A FOOTHOLD, YOU MUST THEN WORK AT TOPPLING THE SYMBOL OF THEIR TYRANNY: THE STATUE OF LIBERTY. WITH THIS SYMBOLIC GESTURE, THE ALLIES WILL HAVE NO CHOICE BUT TO SUBMIT TO THE SOVIET REVOLUTION. GOOD LUCK, COMRADE.

★ PRIMARY OBJECTIVES

1. Eliminate Ft. Bradley's prospectors
2. Destroy Ft. Bradley
3. Destroy the Statue of Liberty

★ BONUS OBJECTIVES

1. Eliminate Agent Tanya
2. Capture the New York Stock Exchange

★ AREAS OF INTEREST

1. Insertion point
2. Fort Bradley
3. Your base
4. Co-commander's base
5. Statue of Liberty
6. New York Stock Exchange

★ LEGEND

- Hospital



Dismantling Ft. Bradley



The Allies are on high alert, so you'll need to cause a distraction before Soviet forces can be safely deployed. You're given a small detachment of terror drones to help stir things up in Ft. Bradley. Advance them on the two nearby tanks, attacking them and making your terror drones gut them from the inside out.

Terror Drone

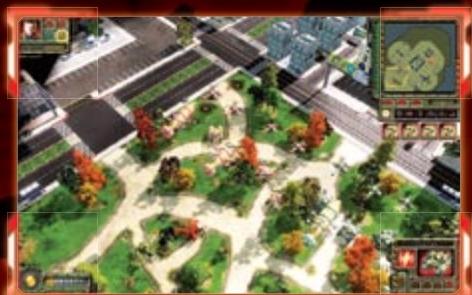
Type: Infantry
Purpose: Antisurface scout
Trained at: War Factory
Cost: 600
Time to Train: 5 seconds

Terror drones are amphibious robots that can quickly kill enemy infantry or tear into vehicles and dismantle them from the inside. Vehicles that have become infected by terror drones must be repaired; if not, they'll take steady damage until they're destroyed. Terror drones can also switch to using an electro-stasis ray that shuts down vehicle locomotors, preventing them from moving and making them easy prey.



Chewing through tanks is good fun, but your real targets are Ft. Bradley's resource-gathering prospectors. Sneak your terror drones about the perimeter, keeping clear of the fort proper while you work at eliminating all four prospector vehicles.

Reinforcements Arrive



With their funds choked off, Ft. Bradley falls into a state of panic. The time has come to crush the fortress, and you're given ample units to do just that. Advance your new shipment of Kirov airships, keeping your twinblades and Tesla tanks close behind.

Tesla Tank

Type: Vehicle
Purpose: Advanced antisurface tank
Trained at: N/A
Cost: N/A
Time to Train: N/A

and cannot be replaced once they're lost.

Tesla tanks are experimental vehicles whose dual Tesla coil weapons are more powerful than most conventional arms. Like Tesla troopers, Tesla tanks may switch to using electromagnetic disrupters that disable nearby enemy vehicles. Tesla tanks are in short supply



With no income flowing in, Ft. Bradley's lingering defenses are no match for your new assault force. Decimate the place to send a clear message to the Allies that Soviet supremacy is at hand.

Base Building



Excellent work, General. Now that Ft. Bradley has fallen, the time has come to strike at the Statue of Liberty. The Allies have a mighty stronghold built all around the statue, however, so it'll take time to challenge them. Start building up your new base by setting a crusher crane near the middle. Once that's down, place a naval yard in the nearby waters. Also begin deploying sentry guns to defend your northern perimeter and watery shore.



The Allies are quick to advance a small tank battalion to guard the remains of Ft. Bradley, but the group's short on antiair capabilities. Use your twinblades and Kirovs to obliterate them before retreating these forces back to base for repairs.

Allied Annoyance



It's not long before the Allies decide to pick shots at your outpost. Expect



them to send ships against your naval yard, which won't last long against your sentry guns. More threatening are the infantry units they deploy via airdrop—make sure your twinblades are in place to defend your base before these troops touch down.

CAUTION

The Allies will employ many more airdrops over the course of this battle. Fortunately, you're always alerted before each one.



Continue to fortify your position in the usual manner, building a super-reactor for energy and an airfield so you may fill the sky with twinblades and MiGs. Pump a few Akula subs out of your naval yard, advancing them a bit so they can quickly counter any aircraft carriers sent against you. When the chance permits, raise a battle lab so you can start producing Kirovs and dreadnoughts.

TIP

Build a barracks and train a combat engineer early on, then use a twinblade to transport him over to the New York Stock Exchange building (located near the still-smoldering remains of Ft. Bradley). Capture the New York Stock Exchange for extra income, completing a bonus objective in the process.

Taking the Fallen Fort



After you've fortified your main base with plenty of defenses, ferry a Sputnik over to the former site of Ft. Bradley by way of twinblade. Be sure to escort the Sputnik with plenty of twinblades and MiGs, then unpack it near the pair of ore mines. Set down a couple ore refineries as quickly as possible, followed by a crusher crane to keep your aircraft in good repair as

they defend the site. Eventually, you'll want to set down an airfield here so you can double up on MiGs and give them a convenient place to rearm.

Now go after the other two ore mines in the vicinity. Unpack two more Sputniks next to them when possible, set down some ore refineries, and place a few flak cannons for defense. You don't have to worry too much about sentry guns, as there's no easy way for Allied ground units to breach the island.



Final Push

With all this income pouring in, it's only a matter of time before you're able to crush the Allied defenses surrounding the Statue of Liberty. The island is incredibly well defended, so don't go halfway: Send fleets of dreadnoughts to bombard the outer defenses, using twinblades and Akula subs to defend them. Advance Kirovs to bomb the island's defenses and production structures as well.



TIP

During your assault, make sure to dispatch the Allies' commando, Tanya, if you haven't already. Doing so rids the Union of a dangerous threat and pins another bonus objective medal to your chest.



Relentlessly hammer away on the Allies until there's nothing left to stop your Kirovs and twinblades from dismantling the Statue of Liberty. With this symbolic victory, there can be no doubt that the Soviet army is the superior force in the world.

ALLIED CAMPAIGN

★ Brighton Beach: Ride of the Red Menace ★



THE SOVIET UNION IS ON BRITAIN'S DOORSTEP, AND YOU MUST DO EVERYTHING POSSIBLE TO REPEL THE INCOMING ATTACK. EXPECT WAVES OF SOVIET FORCES TO APPROACH BY AIRDROP. UNFORTUNATELY, YOU DO NOT HAVE ACCESS TO HEAVY ARMOR REINFORCEMENTS AT THIS TIME; YOU'LL NEED TO MAKE DO WITH PEACEKEEPERS AND ATTACK DOGS. GOOD LUCK.

★ PRIMARY OBJECTIVES

1. Eliminate the Soviets in Brighton
2. Hold out against the incoming Soviets
3. Repel the Soviet navy

★ BONUS OBJECTIVES

1. Garrison four civilian structures
2. Capture the hospital
3. Repair the coastal guns
4. Build five multigunner IFVs

★ AREAS OF INTEREST

1. Insertion point
2. Your base
3. Co-commander's base
4. Coastal guns

★ LEGEND



- Hospital



00:04:01:063

Under Siege



Soviet infantry are crawling all over Brighton and must be dealt with. Select your initial detachment of peacekeepers and attack dogs, and order them to Attack. Move north along the street. The first group of hostiles isn't far; dispatch them to rescue some more peacekeepers, adding them to your ranks.

CAUTION

War bears are lethal up close, so have your peacekeepers gun them down from afar.

Attack Dog

Type: Infantry
Purpose: Anti-infantry scout
Trained at: Boot camp
Cost: 200
Time to Train: 2 seconds



Attack dogs are trained for amphibious scouting and light combat. Their close-range mauling attack is lethal to most infantry, and their keen senses allow them to sniff out disguised foes. The attack dog's special ability is a deafening bark that temporarily paralyzes enemy infantry within earshot, making them easy prey.

Peacekeeper

Type: Infantry

Purpose: Anti-infantry/antigarrison

Trained at: Boot camp

Cost: 200

Time to Train: 5 seconds

Peacekeepers are shotgun-wielding front-line infantry who can knock enemy troops to the ground when fighting in close quarters. Their special ability is using a riot shield that provides added defense. This helps peacekeepers close in on their foes, moving into ideal firing range.



All Soviet hostiles are shown as red blips on your radar. Continue sweeping the city, wiping out each group of foes to free additional Allied infantry.

Taking Back Brighton

Securing the city enables your MCV to unpack into a construction yard, granting you access to production options. Your co-commander soon arrives and sets up camp to the north as well. The Soviets are far from finished, however, and you'll need more troops in the field if you're to combat their inbound forces. Queue up a host of peacekeepers at your new boot camp.



The Soviets will make their approach from the south, so send your peacekeepers to garrison the many civilian buildings south of your base. Garrisoning buildings in this fashion provides your vulnerable infantry with exceptional defense—they'll take no damage while holed up inside. Put at least one trooper into each of the four indicated buildings to complete a bonus objective.



COMMAND & CONQUER[®] RED ALERT 3

PRIMA Official Game Guide



Complete another bonus objective by training an engineer and sending him south to capture the hospital on the pier. Once captured, hospitals enable all of your infantry units to regenerate health over time.

► Engineer

Type: Infantry
Purpose: Field support
Trained at: Boot camp
Cost: 500
Time to Train: 10 seconds

Though defenseless, Allied engineers can capture neutral or enemy structures on land or at sea, and they can instantly repair friendly damaged structures. Their special ability is to set up a first-aid tent, which steadily heals all friendly infantry units in the vicinity.



Bring on the Reds



On cue, Soviet conscripts are soon airdropped along the shoreline and begin advancing north. They don't stand a chance against your garrisoned peacekeepers, however, so enjoy the show as they're rapidly cut down.

NOTE

Normally, Soviet conscripts would switch to using Molotov cocktails, which can quickly kill garrisoned infantry. Today's your lucky day, however: they've apparently forgotten to pack some.

Unwilling to admit defeat, the Soviets soon prepare to send waves of nautical vessels against Brighton's shore. Quickly train up two engineers and send them to capture the nearest two coastal guns along the shoreline. Select the other two guns and ask your ally to capture them with engineers of their own. The guns have fallen into disrepair, but engineers have a talent for instantly fixing any friendly or neutral structure they capture.



Once repaired, the guns will fire again.

New Recruits



You're soon granted the option to train javelin soldiers at your boot camp. These foot soldiers excel at knocking airborne targets out of the sky, and they're not too shabby against vehicles, either. Stop training peacekeepers from this point forward and begin pumping out javelins.

TIP

Garrison your javelin soldiers into civilian buildings for greater defense.

► Javelin Soldier

Type: Infantry
Purpose: Field support
Trained at: Boot camp
Cost: 400
Time to Train: 5 seconds



Javelin soldiers carry portable missile launchers that are effective against enemy armor units and aircraft. Their special ability is to switch to laser-guided mode, in which it takes longer for them to acquire a target but grants a much faster firing rate once they acquire a lock.



It's not long before the Soviet navy arrives. Your coastal guns do a solid job of weakening their ships as they advance, but many still manage to slip through. There's little chance of the reds getting past your garrisoned infantry, though, so let them come.

Airborne Menace



Seeing their navy rent asunder infuriates the Soviets to no end. They decide to send a massive fleet of Kirov airships against Brighton. These fearsome aircraft are the most powerful the Union has to offer, so you can build an armor facility and train multigunner IFV vehicles to help ward them off. Waste no time in placing this structure and queuing some up.



NOTE

Unlike the Soviets' war factory, the Allies' armor facility sports a small repair radius and will automatically send bots to fix friendly vehicles parked nearby.



NOTE

You may also construct multigunner turrets to defend your base if you like, but it's not necessary.

Multigunner IFV

Type: Vehicle

Purpose: Antiair/infantry support

Trained at: Armor facility

Cost: 900

Time to Train: 10 seconds

Multigunner IFVs are quick and versatile jack-of-all-trades vehicles that automatically switch weapons, depending on which type of infantry unit is riding inside. Their stock weapon is an antiair/antisurface rocket launcher, though they can be specialized to repair vehicles, counter enemy infantry, and more (again, depending upon their passenger.)



While your vehicles are in production, retreat some of your javelin soldiers back to base. Multigunner IFVs allow for one infantry unit to ride along, gaining improved defense and mobility. In addition, their passengers can fire their weaponry out of the vehicle, adding to its combat effectiveness. Stuff a javelin soldier into each of your IFVs to bolster their firepower and make them more of a threat.



TIP

Check the "Factions" chapter for complete details on all Allied units, including the combat bonuses gained by the multigunner IFV based on the various passengers it can support.



The Kirovs soon appear on radar, and they're not alone—numerous Soviet dreadnoughts lead the charge as well, capable of bombarding Brighton from afar. Fortunately, the coastal guns you've captured help send the dreadnoughts to the bottom of the beach. Those Kirovs are another matter, though.

Advance your IFVs on the Kirovs until they're able to fire, but don't get too close; Kirovs attack by dropping devastating bombs, and you don't want your fragile vehicles to suffer in the blasts. Take advantage of your IFVs' superior mobility to keep them from suffering too much damage as they fire away.





The Soviets' Kirovs have incredibly thick armor, but your masses of multigunners and javelin soldiers are too much for them. Just as their complete and utter destruction seems certain, they suddenly turn around—apparently, they are "needed elsewhere." Great work, Commander; the day is won, and Brighton has been saved!

★ Cannes: The Shark and the Lure ★

[Map on next page](#)



THE SOVIETS ARE ENTRENCHED IN CANNES AND HAVE SET UP A NAVAL BLOCKADE IN THIS REGION—YOU CANNOT ATTACK HEAD-ON. HOWEVER, INTELLIGENCE HAS DETECTED VULNERABILITIES IN THE SOVIET PERIMETER AND ARE SENDING YOU AN INFILTRATION TEAM TO BREAK THROUGH THEIR RANKS. INFILTRATE THE SOVIET ISLAND HARBORS AND FIND A WAY TO ELIMINATE THE NAVAL BLOCKADE. MEANWHILE, LEADERS FROM SEVERAL ALLIED NATIONS ARE PINNED DOWN IN A CONVENTION CENTER; YOU'LL NEED TO CLEAR THE SOVIET FORCES FROM THE VICINITY SO THEY CAN EVACUATE. ALLIED AIRCRAFT ARE ALSO TRAPPED IN THE REGION; TRY TO RECOVER THEM IF POSSIBLE. GOOD LUCK.

Operation: Infiltration



The Soviet presence is far too powerful here in Cannes; you'll need to shake things up a bit. Fortunately, you have the means to do just that. Order Tanya and your initial detachment of spies into the southern water, heading for the nearby Soviet-controlled island's western shore.



Issue Tanya the Attack Move command and she'll quickly mow down any Soviet infantry that get in her way.

Tanya



Type: Infantry
(Commando)

Purpose: Anti-surface
commando

Trained At: Boot Camp

Cost: 2,000

Time to Train: 30 seconds

Tanya is the Allies' finest commando. She can easily dispatch enemy infantry with her pistols and instantly destroy structures and vehicles with her explosives once she gets in close. Her special ability is her timebelt, which instantly transports her back in time several moments, helping to pull her out of sticky situations. Tanya is also a remarkable swimmer.

★ PRIMARY OBJECTIVES

1. Get Spies into the port buildings
2. Get Tanya into the port authority building
3. Sink the Soviet dreadnoughts
4. Save the Allied leaders
5. Wipe out the Soviet base

★ BONUS OBJECTIVES

1. Neutralize the defenses guarding the vindicators

★ AREAS OF INTEREST

1. Insertion point (your base)
2. Co-commander's base
3. Soviet port buildings
4. Port authority building
5. Soviet dreadnoughts
6. Convention center
7. Soviet base
8. Vindicators

★ LEGEND

- 
- Observation Post



00:04:01.063

► Spy

Type: Infantry
Purpose: Infiltrator
Trained at: Boot camp
Cost: 1,000
Time to Train: 10 seconds



Although spies are unarmed, they can disguise themselves as enemy infantry and thereby attempt to sneak behind enemy lines. Only enemy scout units can see through their disguise. Spies can infiltrate structures, causing the enemy base to suffer various consequences. Spies also have a special ability to bribe nearby enemy units, causing them to switch sides and fight for the spy's cause (for a fee, of course).



Several conscripts and a fearsome Tesla tower guard the island's shore. Keep Tanya at a safe distance and order your spies to disguise themselves as conscripts. Then advance one into the nearby reactor to temporarily disable it.



Your spies won't be viewed as a threat while in disguise, but Soviet war bears can sniff them out. Keep them away from those troublesome beasts.



With the reactor out of commission, order Tanya to Attack Move onto the island. She quickly cuts down the conscripts with her superior combat skill. Immediately order her to attack the Tesla tower next, and she'll destroy it with an explosive charge.



Spies disable structures only temporarily. Make sure Tanya destroys the Tesla tower before the power comes back on.



If you see the Tesla tower begin to charge, use Tanya's timebelt to snap her out of its firing range. Then infiltrate the reactor with another spy and try again.

Securing the first Island



Excellent work, Commander. Now advance Tanya about the island, cleanly eliminating all enemies. Use her to destroy the barracks on the far side as well. Have your other spies follow along, using them to infiltrate the island's pair of port buildings.

Securing the Second Island



You'll need more spies to help you breach the next island. Queue some up if necessary and have them join Tanya, then advance on the neighboring island's western shore.



War bears patrol these waters and will make short work of unguarded spies.



Invoke the second island just as you did the first, disguising your spies and ordering one to disable either of the twin reactors near the shoreline. Send in Tanya afterward to cut down those conscripts and to destroy that Tesla tower before it kicks on again.



Infiltrate both port buildings with spies, just as you did at the first island; then have Tanya garrison the port authority building. Once inside, the wily commando causes the destruction of the many Soviet dreadnaughts and naval yards about the harbor.

Cleaning up Cannes



The Soviets are in trouble now: Their grip on the region has just

been severely loosened, enabling the Allies to safely deploy an armor facility at your base. Queue up a battalion of guardian tanks to help you secure the rest of the region, followed by a number of multigunner IFVs. Produce some javelin soldiers at your boot camp as well so they can ride along.

► Guardian Tank

Type: Vehicle

Purpose: Antiarmor tank

Trained at: Armor facility

Cost: 950

Time to Train: 10 seconds

Guardian tanks are armed with powerful main guns that work well against most vehicles and structures. They can also crush most infantry under their heavy treads. Their special ability is to switch to a target painter that reduces an enemy's armor, making it far more vulnerable to attacks. Guardian tanks cannot fire while using this ability.



Though their naval presence has been crippled, several Soviet dreadnoughts are still actively bombarding the city. The easiest way to destroy them is by sending Tanya, as she's too small and fast for the warships' weaponry to effectively track. Have her exit the port authority building and swim out to sink each dreadnought with her explosive charges.

By this point, there's an excellent chance your co-commander has already liberated the Allied leaders for you. If not, simply advance your tanks and IFVs on the convention center to lend them a hand. Afterward, send your forces directly against the Soviet base to the east, placing them all in Aggressive Stance to ensure they obliterate both structures and units alike.



By Land and Air

If you like, you can opt to lend your ground forces a hand by recovering an Allied airbase that's been overrun by Union forces. Again, Tanya's your best option to complete this task: Send her swimming to the southeast isle, and use her explosive charges to destroy all the reactors encircling the place. This cuts power to the island's Tesla towers, enabling Tanya to safely destroy them with her C4. Once the island has been secured, you're granted the use of powerful Allied vindicators—they'll help you make short work of the reds here in Cannes.



► Vindicator

Type: Aircraft

Purpose: Antisurface bomber

Trained at: Airbase

Cost: 1,200

Time to Train: 15 seconds

Vindicators are fast close-support bombers whose payloads are quite effective against surface targets. Unfortunately, they must reload at an airbase between bombing runs, which reduces their effectiveness. Vindicators have a special ability that lets them quickly return to base to rearm and repair when needed; they travel at even greater speeds when utilizing this ability.



★ Heidelberg: The Famous Liberation ★



THE SOVIET HEADQUARTERS IS LOCATED HERE IN HEIDELBERG. YOUR MISSION IS TO SET UP BASE AND DESTROY IT. INTEL SUGGESTS THAT THE SOVIETS MAY NOT BE EXPECTING AN AMPHIBIOUS ASSAULT, SO YOU'LL BE ESCORTING YOUR MOBILE CONSTRUCTION VEHICLES UPRIVER. BEST OF LUCK.

★ PRIMARY OBJECTIVES

1. Escort the MCVs
2. Destroy the iron curtain
3. Destroy four super-reactors
4. Destroy the Soviet headquarters

★ BONUS OBJECTIVES

1. Assist Agent Tanya

★ AREAS OF INTEREST

1. Insertion point
2. Your base
3. Co-commander's base
4. Tanya's captors
5. Iron curtain
6. Soviet HQ

★ LEGEND

- Garage



Down by the River



Welcome to Heidelberg, Commander. You have control of some hydrofoils to help ensure the safe arrival of Allied MCVs. Group them up and advance them to scout the waters ahead.



► Hydrofoil

Type: Naval
Purpose: Antiair ship
Trained at: Seaport
Cost: 900
Time to Train: 10 seconds



Hydrofoils are swift vessels that can quickly cut through enemy aircraft using their rapid-fire auto-cannon. Their special ability is to switch to using a weapon jammer that prevents targeted foes from attacking.



Sure enough, your hydrofoils encounter hostile Soviet aircraft in the form of numerous twinblades. These battle choppers can spell trouble for your MCVs, so order your hydrofoils to cut them down with all speed. After the twinblades are destroyed, one of your MCVs will be able to shore up and unpack into a construction yard.



The far shore is better defended by a pair of formidable Tesla towers, which your hydrofoils' cannons cannot fire upon. Target each Tesla tower with a hydrofoil's weapon jammer instead to disable their lightning strikes, allowing your co-commander's dolphins to swim up safely and dismantle them.

Setting up Camp



Well done! You've gotten both MCVs onto dry land. Start raising a base by first setting down a power plant, followed by a pair of ore refineries. Build multigunner turrets as well, setting them about your outpost's northern perimeter.



Garrison infantry into multigunner turrets to augment their offensive capabilities in a fashion similar to multigunner IFVs. See the "Factions" chapter for complete details.



Construct additional power plants as needed so you may add an airbase, boot camp, and armor facility to your outpost. Once your airbase is down, queue up a full squadron of four vindicators—these swift bombers will be instrumental in cleansing the red scourge from the region.



Like armor facilities, Allied airbases sport a small repair radius. Theirs will automatically repair both vehicles and aircraft, however.



You'll need to purchase heightened clearance at your construction yard if you want to produce guardian tanks (and you do).

Bombs Away



By the time your vindicators are ready to rock, you'll have received a bonus objective that asks you to assist the Allies' commando, Tanya, who's been pinned down by Soviet forces to the west. Rescuing her will surely win her favor, and you don't want those slimy reds building an outpost over there, anyway. Send your vindicators on

several bombing runs, hammering away until you annihilate the base's key structures. Roll guardian tanks out of your armor facility the whole while.

One wing of vindicators is nice—two's even better. Construct a second airbase when you get a chance and produce another full squadron, placing them in a separate group from the first. This allows you to conduct precision bombing runs on the Soviet's northern structures while your initial vindicators continue to strike at Tanya's captors.



Once Tanya's in the clear, send her swimming over to your base to reunite her with your main force. Now you can focus your full attention on striking at the Soviets' northern position. Choose your targets carefully, however—you don't want your vindicators flying too close to flak cannons if you can avoid it.

Rolling over the Reds

Keep bombing away at the red's structures until you annihilate four super-reactors, crippling their energy output. You've likely built up a sizeable ground force by this point, so send your vehicles into the fray, placing them on Aggressive Stance for maximum impact. Have your vindicators obliterate any Tesla towers that are still juiced up, and don't forget about that pesky iron curtain.



Can't spend funds fast enough? Build a third airbase—overkill's a hoot!



The Soviets start deploying apocalypse tanks as you near their headquarters, but no matter; by this point, you've likely got far too many tanks and aircraft in the field for them to deal with. Your vindicators can make short work of them, as can your guardian tanks if you switch one of them to using its target painter ability. Keep pushing forward.



It's been fun, but this mission's got to end sometime. When you're ready to wrap things up, order your entire host of vindicators to strike at the Soviet headquarters building. It's well defended by flak cannons but not sturdy enough to withstand a healthy bombing run or two. Bring it down to send the reds a clear message that Allied airforce is nothing to be trifled with.

★ Gibraltar: Enemy of Our Enemy ★



THE EMPIRE OF THE RISING SUN HAS OVERTAKEN GIBRALTAR AND IS USING IT TO STAGE ATTACKS AGAINST BOTH ALLIED AND SOVIET POSITIONS. YOUR MISSION IS TO FIND AND ELIMINATE THE IMPERIAL FORCES STATIONED AROUND THE GIBRALTAR AIRPORT, AND THEN TO LOCATE AND RECOVER THE ALLIED NAVAL FORCES, WHICH ARE ON LOCKDOWN IN THIS AREA. THIS IS A JOINT ALLIED AND SOVIET INITIATIVE; THE SOVIET UNION HAS AGREED TO COLLABORATE WITH THE ALLIED FORCES AGAINST THE EMPIRE. AGENT TANYA, AS WELL AS THE SOVIET UNION'S OWN NATASHA, WILL BE WORKING ON THE GROUND TO ENSURE OUR JOINT TASK FORCE IS WORKING TOGETHER AS EXPECTED. GOOD LUCK IN THE FIELD.

★ PRIMARY OBJECTIVES

1. Destroy the hangars
2. Recover the assault destroyers
3. Destroy the Imperial base

★ BONUS OBJECTIVES

1. Eliminate the King Oni
2. Set up an expansion base in the Southwest

★ AREAS OF INTEREST

1. Insertion point
2. King Oni
3. Imperial airport
4. Your base
5. Co-commander's base
6. Assault destroyers
7. Imperial ambush outposts
8. Expansion base site
9. Imperial base



Shaky Alliance



Necessity makes for strange bedfellows they say, and who would have thought the Allies' and Soviets' finest commandos would ever agree to unite against a common foe? No matter; order Tanya to Attack Move northward along the beach, cutting down Imperial infantry and obliterating their vehicles with explosive

charges. Natasha lends a hand as well, picking off troops and calling down airstrikes on larger threats.



Exploit Tanya's timebelt to snap her out of hazardous scenarios, and take advantage of the many health crates strewn about.

You soon receive a bonus objective that involves scaling the nearby Rock of Gibraltar and defeating a fearsome Imperial King Oni. Mosey up the narrow trail to locate the King Oni, then rush Tanya forward to destroy it with some C4. Make sure Tanya's near full health before moving within the monster's firing range—she'll likely take a hit while closing in.



You can also issue your co-commander the Strike Target order and let Natasha take the brute down.

Fuel Bombs

Descend the Rock of Gibraltar and continue battling your way through the city. Make your way to the Imperial airport base, destroying its structures as you push toward the hangars. Target and fire on the grounded airplanes once they're within sight, causing a violent chain reaction that destroys much of the Imperial forces. Mop up whatever's left until you complete your objective.



Red Base, Blue Base



With the Imperials' airforce reduced to ashes, it's now safe for Allies and Soviets alike to deploy MCVs in the area. You're also provided a handful of Allied cryocopters to help defend your fledgling outpost. Begin establishing your position by setting down a power plant, followed by a pair of ore refineries. Place multigunner turrets along your northwestern perimeter to ward off Imperial raiders, and build a boot camp so you can garrison your defenses with infantry.



Keep Tanya close to your northern perimeter; she'll make short work of enemy infantry.

Cryocopter

Type: Aircraft



Purpose: Special weapons support

Trained at: Airbase

Cost: 1,600

Time to Train: 15 seconds

Cryocopters are airborne support units capable of freezing targets, effectively deactivating them. Units that are frozen by cryocopters are also made more vulnerable to attacks. The cryocopter's special ability is the S.H.R.I.N.K. beam, which temporarily reduces a target in size, making it faster but also less powerful and easy to crush.



Place an airbase as soon as you're able and queue up a vindicator squad. Once all four bombers are ready to go, ask your ally to assist you in eliminating the Imperial forces blockading your assault destroyers across the river. Keep hammering away until the indicated hostiles have been neutralized, freeing your mighty battlecraft.

Assault Destroyer

Type: Naval

Purpose: Advanced antiarmor

Trained at: Seaport

Cost: 1,800

Time to Train: 20 seconds



Assault destroyers are sturdy amphibious warships armed with heavy cannons that are effective against armored targets. Instead of using main guns, they can activate their black hole armor, which automatically draws incoming fire directed at nearby friendly forces.



Assault destroyers can fight on land and at sea, so the moment you've freed them, group them up and have them attack the Imperial outpost on the nearby shore. Have one of them activate its black hole armor, drawing

in attacks so that the others can trash the place unhindered. Support your ships with your vindicators and cryocopters.

NOTE

You're now able to produce additional assault destroyers at a seaport if you build one.

Backstabbed



You've probably been expecting the Soviets to double-cross you all mission long, but such is not the case. They remain shockingly loyal, only to have a new Imperial force set up camp in the waters behind their base. Immediately send your forces to intervene on their behalf, unleashing support powers to quell the uprising with all speed.

TIP

Target the Imperials' instant generators to cut their outpost's power, disabling their defense cannons and halting their production capabilities.

Expansion Effort

After dealing with the Imperial's outposts, consider sending a prospector to establish an outpost to the southwest. This completes a bonus objective and helps you rake in additional funds. Build a new prospector at your armor facility or ore refineries and send it sailing across the river. Once unpacked, immediately lay down an ore refinery near the ore mine, along with a couple of multigunner turrets for defense.



CAUTION

The expansion site is guarded by a King Oni. Have your vindicators bomb it to bits before shoring up your prospector.

Joint Strike



With your expansion base generating additional income, start amassing a formidable strike force to send against the Imperial's main northwestern stronghold. The place is well fortified, so you'll need loads of tanks and air support. Ask your comrade to assist you, and send Tanya along as well to destroy structures and mow down infantry. Reinforce your army as needed until you see the job through.

★ North Sea: The Unfathomable Fortress ★



THE ALLIES AND SOVIETS HAVE ORGANIZED A STRIKE AGAINST THE EMPIRE'S ARMADA, WHICH IS SITUATED IN THE NORTH SEA. YOUR FIRST ORDER OF BUSINESS IS TO ASSIST IN A SALVAGE OPERATION OF A DOWNED IMPERIAL VESSEL. THE SALVAGE SHIP WILL NEED TO BE DEFENDED WHILE THE INFORMATION ON THE EMPIRE'S ARMADA IS RECOVERED. YOU'LL RECEIVE NEW ORDERS ONCE THE DATA HAS BEEN SUCCESSFULLY ANALYZED. GOOD LUCK.

★ PRIMARY OBJECTIVES

1. Protect the salvage ship
2. Destroy the first radar ship
3. Destroy the second radar ship
4. Capture both fortress power cores

★ BONUS OBJECTIVES

1. Destroy the generators
2. Capture the generators

★ AREAS OF INTEREST

1. Insertion point (salvage ship)
2. Radar ships
3. Your base
4. Co-commander's base
5. Fortress power cores

★ LEGEND

- Oil Derrick



00.04.01.069



To Protect and Serve



The salvage ship's a sitting duck in these waters, and its armor can't withstand hostile attacks. Group up your initial detachment of dolphins and hydrofoils, using the former to ward off enemy ships and the latter to cut hostile aircraft out of the sky. Don't stray from your objective; keep close to the salvage ship, as those crafty Imperials are apt to strike from all sides.

Dolphin

Type: Naval

Purpose: Antiship scout

Trained at: Seaport

Cost: 750

Time to Train: 10 seconds



The Allied navy employs specially trained dolphins armed with sonic weapons for scouting the seas and intercepting enemy ships. Dolphins have a special high-jump ability that enables them to leap up and out of the water, avoiding dangerous situations (such as a stingray's Tesla surge).

New Intel

Defending the salvage ship provides your superiors with tactical insight into the empire's position in the region. It seems the Imperials are using a pair of radar ships to scan the surrounding seas, pinpointing targets for their floating fortress's artillery guns to obliterate. Both radar ships must be destroyed before any move against their fortress can be made.

The First Radar Ship



Each radar ship is docked near an island stronghold. You're given a team of spies to help you infiltrate the first island; disguise them all as Imperial infantry and then sneak one into the nearby instant generator to disable it, cutting power to the surrounding defense turrets.

With the turrets temporarily out of commission, your co-commander is able to safely advance Natasha and call down an airstrike, destroying the instant generator, along with its defense turrets. Infiltrate the next two generators with your spies so that Natasha can destroy them as well.



Disabling the island's defenses exposes the radar ship. Ask your co-commander to strike the ship, and Natasha will move to call in another airstrike, sinking the vessel.

The Second Radar Ship

You'll be doing the heavy lifting at the second island. Advance Tanya and have her cut down the Imperial infantry so your co-commander's combat engineers can safely capture each instant generator. Do not allow Tanya to destroy the generators or any of the defense turrets they're powering, or you'll attract the attention of the empire's entire fleet.



Look closely to see which turrets are receiving power and which ones aren't—darkened turrets are without power and unable to fire.



TIP

Have Tanya collect health crates as needed, and don't miss those money crates, either—each one adds funds to your reserves, which will soon come in handy!



Help the Soviet combat engineers capture all the island's generators. This completes another bonus objective and makes the second radar ship vulnerable. Then simply let Tanya do what she does best: order her to sink the ship with an explosive charge.

Felling a Floating Fortress



With the radar ships out of commission, the Imperials' fortress no longer has the ability to employ its fearsome long-range artillery cannons. Now's the time to strike, and both you and your co-commander are handed control over nautical outposts. Immediately set down a power plant so you can place an airbase and some multigunner turrets. Queue up a full squadron of vindicators, followed by a healthy crew of cryocopters.

multigunner turrets. Queue up a full squadron of vindicators, followed by a healthy crew of cryocopters.



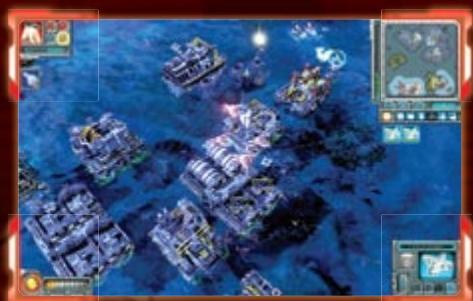
NOTE

A strong navy will be of value a bit later in the conflict, but you'll definitely find bombers and cryos more useful at the start.

Within moments, the empire sends a host of tsunami tanks to assault your base, backed by Shogun battleships that can wreak havoc with their long-range bombardments. This is why you wanted to build air units: Send your cryocopters to freeze these foes (particularly the battleships) while your vindicators obliterate them.



New Units



Intimidated by the Imperials' show of force, your superiors soon grant you access to century bomber and aircraft carrier production. Build a second airbase and queue up a full squad of century bombers. In addition, drop down a seaport and start cranking out assault destroyers, followed by aircraft carriers. You'll eventually want to build a fourth airbase so you can churn out a wing of Apollo fighters, which will help you rule the skies.



Keep all of your units close to base so they can receive constant repairs from your production facilities.

Century Bomber

Type: Aircraft

Purpose: Heavy bomber

Trained at: Airbase

Cost: 2,000

Time to Train: 20 seconds



Century bombers are well-armored flying infantry transports that can carpet-bomb enemy bases to dust. They must rearm back at an airbase between bombing runs, at which time they can load up more infantry to paratroop behind enemy lines.

Aircraft Carrier

Type: Naval

Purpose: Heavy bombardment

Trained at: Seaport

Cost: 1,800

Time to Train: 20 seconds

Aircraft carriers are powerful naval artillery platforms that can neutralize enemy installations from a safe distance. They attack by sending out combat drones, which automatically return to rearm between bombing runs. Carriers can also launch a blackout missile, which temporarily deactivates all vehicles and structures caught in its blast.



Apollo Fighter

Type: Aircraft

Purpose: Antiair fighter

Trained at: Airbase

Cost: 1,000

Time to Train: 10 seconds

Apollo fighters are air superiority jets armed with rapid-fire cannons that can tear enemy aircraft to bits. Their special ability is to quickly return to their airbase to reload and repair as necessary. Apollos fly even faster than normal when returning to base in this fashion.



Expanding Eastward



Being able to defend your base is all well and good, but you'll need to branch out and secure additional resources at some point. The isle to the east is a good place to start, as it's surrounded by oil derricks and has an

ore mine close by. You need to establish an outpost on dry land anyway so you can build a boot camp and train engineers, which are needed to capture the Imperial fortress's power cores. Send your century bombers eastward to annihilate the Imperial forces there, then roll a prospector out of your seaport and unpack it on the island.



Set down a boot camp as soon as possible, then queue up a bunch of engineers. Send these men to capture the many oil derricks in the region while you continue to build your navy and defend both your bases.

Assaulting the Fortress

Once you've amassed a respectable fleet of aircraft carriers, set them to Aggressive Stance and send them north to strike at the floating fortress's defense turrets. Escort your warships with a number of cryocopters and assault destroyers, which can handle any tanks and battleships the Imperials send to intervene. Also advance your Apollo fighters (or some hydrofoils) to bring bogies out of the sky.



CAUTION

Don't leave your main base undefended; the Imperials love assaulting it in force. Always keep a few cryocopters and assault destroyers there for defense, along with your vindicators.



While your aircraft carriers soften up the fortress's defenses, send your century bombers to obliterate other key targets, such as unit-production facilities. Focus your attacks on the structures and defenses surrounding the eastern power core, then advance your forces on the other one.

Capturing the Power Cores



When you're confident that you've crippled the Imperials' defenses, send several engineers over to your century bombers' airbase. Dock your bombers so you may fill two of them with a couple of engineers, then have them take flight. You must capture both power cores within moments of each other, so order one bomber to deploy its engineers near one power core while the other bomber drops its passengers near the other. Immediately capture both power cores with your engineers to disable the entire floating fortress, dealing a costly blow to the Empire of the Rising Sun.

★ Mount Rushmore: A Monument to Madness ★

Map on next page



PRESIDENT ACKERMAN HAS TARGETED THE SOVIET UNION WITH SOME SORT OF WEAPON, WHICH IS LOCATED WITHIN A FIRING BASE AT THE FOOT OF MT. RUSHMORE. ALLIED COMMAND REQUIRES YOU TO STOP HIM. YOUR OBJECTIVE IS TO DESTROY THE RADIO TOWER BEFORE THE PRESIDENT CAN TRANSMIT THE LAUNCH CODES. EXPECT TO FACE FORCES LOYAL TO PRESIDENT ACKERMAN DURING THIS MISSION. IT'S UNCLEAR WHAT ELSE THE PRESIDENT MIGHT HAVE IN STORE, SO BE ON YOUR GUARD.

Lights Out



Agent Tanya will once again be instrumental in this mission's early infiltration effort. Sneak her north, keeping clear of the guards and defense turrets near the radio tower. As you make for the power plant, circle around the far parking lot to keep your distance from the multigunner turret.

After circling the parking lot, make a bold dash for the power plant, aiming to quickly destroy it with one of Tanya's trademark explosive charges. She'll take a bit of fire from the multigunner turret, but it'll shut down once the power plant goes boom. Dispatch the enemy guards afterward and destroy the powerless multigunner turret, but don't blow the boot camp; instead, ask your co-commander to capture it with an engineer. You may also have Tanya dispatch the attack dogs first, then infiltrate the power plants with spies, powering down the turrets.



NOTE
Though capturing the boot camp isn't mandatory, doing so provides you with extra troops and satisfies a bonus objective. In addition, you'll have control of the boot camp when you set up camp here later.

Downing the Comm Tower



Collect the health crate near the boot camp, then order Tanya to assault the guards near the comm tower. No need to worry about the surrounding multigunner turrets; you have already cut off their power. Eliminate all threats, then bring the tower down with some more C4.

★ PRIMARY OBJECTIVES

1. Destroy the comm tower
2. Destroy the Rushmore firebase

★ BONUS OBJECTIVES

1. Destroy the power plant
2. Capture the boot camp
3. Capture the Jefferson head control center
4. Capture the Lincoln head control center
5. Capture the Washington head control center

★ AREAS OF INTEREST

1. Insertion point
2. Power plant
3. Comm tower
4. Your base
5. Co-commander's base
6. Jefferson head control center
7. Lincoln head control center
8. Washington head control center
9. Rushmore firebase
10. Helipad

★ LEGEND

Oil Derrick

**Special Delivery**

The president isn't about to let his plans go to waste. He sets off for his control station in a limousine and will activate the laser once he reaches the Rushmore firebase. Don't worry, though; he's taking the scenic route, and it'll be a while before he gets there. Begin fortifying your newly appointed

outpost with a power plant, followed by a trio of ore refineries. Produce javelin soldiers from the boot camp you've captured and start placing multigunner turrets around your northern perimeter. Garrison each one with a javelin, along with the building to the north of your eastern ore mine.



Pump an engineer out of your boot camp and send him running off to capture the nearby oil derrick for even more income.



Air units will win you the day here, so waste no time in building an airfield. Queue up a few cryocopters while you're busy upgrading to max clearance status, then fill your hangars with century bombers. You'll eventually want to lay down another two airfields so you can have a host of bombers at your command.

Fearsome Forefathers

It's not long before the president activates Mt. Rushmore's super-secret defenses: The head of Thomas Jefferson transforms into a frightening weapon, firing powerful lasers out of its eyes. Load an engineer into one of your bombers and set off for the region's southeast corner, where the Jefferson head's control center stands. Paradrop your engineer there to capture the structure and disable the Jefferson weapon.



Mt. Rushmore's other presidential heads will also transform into weaponry as the battle wages on. Paradrop additional engineers at their control centers to capture and deactivate them.



Paradrop two engineers next to the Jefferson head control center and you'll be able to capture the nearby oil derrick as well.

Reinforcements Arrive

Though your ample defense turrets, cryocopters, and javelin soldiers should have little trouble repelling the waves of vehicles that crash against your base, you're soon provided a detachment of mirage tanks to aid you in your efforts as well. Set them to Aggressive Stance and leave them to defend your base's front line—they will be a surprise to the president's raiding parties.



You're also given the option to build spectrum towers after your mirage tanks arrive. Place a few to bolster your base defenses a great deal.

Mirage Tank

Type: Vehicle

Purpose: Advanced strike tank

Trained at: Armor facility

Cost: 1,600

Time to Train: 15 seconds

enemies; however, mirage tanks cannot attack or camouflage themselves while employing this skill.

Mirage tanks automatically camouflage themselves as innocuous objects while immobile, and when on the move, they can devastate surface targets with their advanced spectrum cannons. Their special ability is to switch on a device that makes nearby forces invisible to the



Bombing Run



You must destroy the Rushmore firebase before President Ackerman arrives and inputs his codes, so there's no point in holding back. After you fill three airbases' hangars with century bombers, group them all up and order them to blitz the facility. There's an excellent chance they'll all be destroyed in the effort; if the structure still stands, quickly queue up some more and make another run.

Fight or Flight



With the firebase destroyed, President Ackerman has no choice but to cut his losses and flee the scene. His limo drives straight to the helipad located between your base and your co-commander's. Time's short, so cancel whatever units and structures you have in production and queue up Apollo fighters at each of your airbases. Once you've got a handful, send them after the president's escape chopper, which isn't particularly well armored. Down the chopper to eliminate President Ackerman before he's able to make good his escape—this ensures the madman will never be able to pull another stunt like this.



★ Tokyo Harbor: Forever Sets the Sun ★



THE TIME HAS COME FOR A JOINT ATTACK AGAINST THE IMPERIAL MILITARY INFRASTRUCTURE IN TOKYO HARBOR. UNFORTUNATELY, SOVIET FORCES HAVE BEEN WAYLAID EN ROUTE TO THE HARBOR, SO YOU'LL NEED TO LEAD THE BATTLE AGAINST THE EMPIRE WHILE AWAITING SOVIET REINFORCEMENTS. YOUR FIRST OBJECTIVE IS TO ELIMINATE THE IMPERIAL BLOCKADE SO THAT THE SOVIETS CAN ARRIVE SAFELY. BEST OF LUCK.

★ PRIMARY OBJECTIVES

1. Hold out for Soviet reinforcements
2. Transport an MCV across the harbor
3. Take out the Imperial military
4. Sink Prince Tatsu's fleet

★ BONUS OBJECTIVES

1. Destroy the Imperial blockade

★ AREAS OF INTEREST

1. Insertion point (your initial base)
2. Co-commander's base
3. Imperial blockade
4. Your secondary base
5. Imperial military bases
6. Prince Tatsu's fleet insertion point

★ LEGEND

- Oil Derrick



Pinned Down



You begin this mission with an advanced base, Commander. This is fortunate, as the Imperials have a mighty presence here in Tokyo. Immediately begin researching Max Clearance upgrade at your construction yard so you may produce century bombers. Queue up a handful of cryocopters while you wait, and simultaneously roll a few guardian tanks and javelin soldiers out of your armor facility and boot camp.



Intent on removing you from Imperial soil, the empire rolls several drones onto the beach, which quickly begin unpacking into defense turrets and unit-production structures. Advance your ground units to destroy these threats, using your cryocopters to freeze the defense turrets and prevent them from firing.

TIP

Imperial structures are most vulnerable before they begin to unpack. Try to obliterate each one as they wash up ashore.

Your small detachment of ground units can easily destroy the Imperials' brash attempt at establishing a base on your doorstep, and once defeated, they won't try the maneuver again. Advance your vehicles to your ally's base afterward, parking them next to their armor facility to help them defend their outpost from the Imperial forces that approach from the east.



After stationing your cryos, tanks, and IFVs to assist your ally, turn your attention to your airbase. You should have a few century bombers by now; send them east to obliterate the Imperial blockade, targeting their defense turrets and navy-producing instant docks. The blockade is well fortified, so expect to lose a few bombers in the effort. Keep tabs on your craft and queue up reserves each time one goes down.



TIP

You don't have much time, so ask your ally to strike the blockade targets as well to hasten the effort.

NOTE

You have only a few minutes to destroy the Imperial blockade and complete the bonus objective. Don't worry if you fail to take it out, though: the end result is the same, regardless.

No Help Coming



Whether or not you manage to destroy the blockade, the Soviets don't come to your aid. Apparently, their forces are "needed elsewhere." To make matters worse, the Imperials unleash their devastating Superweapon on your base: the psionic decimator. The massive blast completely annihilates your entire camp, except for your construction yard and chronosphere structure.

TIP

Station your units far away from base to spare them a terrible fate when the psionic decimator fires.



Things are looking bleak indeed, but there's still hope, Commander. Pack up your construction yard into an MCV, then use your chronosphere to instantly transport it across the harbor, to the region's northeast corner. Immediately unpack it once it arrives, then start building up a new camp. Place a power plant and two ore refineries, followed by a couple of airbases.

A Bit of Backup



It's a far cry from the Soviet armada, but the Allies do manage to send you a small detachment of reinforcements to aid you in building up your new base. The reserves include a few IFVs and mirage tanks, along with some new units: Athena cannons. Use these forces to defend your campsite while you work at reestablishing an airforce, building a wing of century bombers at your first airbase and an Apollo fighter squadron at your second.



Pull any units that survived the psionic decimator attack back to your new base for airbase repairs.

Athena Cannon

Type: Vehicle

Purpose: Heavy bombardment

Trained at: Armor Facility

Cost: 1,400

Time to Train: 20 seconds

Athena cannons are mobile artillery units linked to the Allies' space-defense network. They can pinpoint targets from long range, causing a proton beam to fire down from orbit. Their special ability is the Regis Shield, a barrier that temporarily protects the Athena cannons and nearby friendlies. Athena cannons cannot act while their Regis Shields are active.



Decimating the Decimators



Once your airforce is in full swing, start placing spectrum towers about your base for heightened defense. A few spare cryocopters won't hurt, either.

The Imperial fleet Arrives

Growing restless, Prince Tatsu soon brings an imposing fleet of warships to bear against you. His Shogun battleships are of great concern, as they're able to bombard your base should they advance to the nearby inlet. They might go after your ally instead, however, so just keep tabs on them at first. If they move close to your base, advance cryocopters to freeze them, then finish them off with your bombers.



Taking Tokyo

Clearing the harbor is fairly straightforward. Continue conducting bombing runs with your centuries, obliterating each Imperial military outpost in turn (starting with those closest to your base, of course). Support your bombers with Apollos to ward off aircraft and use cryos to freeze sea-wings. Just keep hammering away until all of Tokyo Harbor is under Allied control.



Speed things up by building additional airbases, filling the skies with bombers. Ask your ally for help in obliterating the key targets you must destroy as well. It may take some time to see the job through, but Tokyo isn't going anywhere.

★ Havana: The Great Bear Trap ★



ALLIED COMMAND HAS REASONABLE SUSPICIONS OF SOVIET ACTIVITY IN HAVANA AND IS ESPECIALLY CONCERNED DUE TO THE REGION'S CLOSE PROXIMITY TO SEVERAL ALLIED NATIONS. YOUR MISSION IS TO LEAD AN EXPEDITIONARY FORCE TO DISCOVER THE NATURE AND STRENGTH OF THE SOVIET FORCES. BE PREPARED TO ENGAGE THE SOVIETS IF NECESSARY. GODSPEED.

★ PRIMARY OBJECTIVES

1. Investigate Havana for Soviet activity
2. Locate a Soviet base
3. Destroy the Soviet base
4. Destroy the Kirov launch facilities
5. Do not let a Kirov leave Havana

★ BONUS OBJECTIVES

1. Recruit a force of 10 Soviets

★ AREAS OF INTEREST

1. Insertion point
2. Soviet base
3. Your base
4. Co-commander's base
5. Kirov launch facilities





Mirage Tank Mischief



The Soviets can't know you're onto their plot, Commander, so take advantage of your co-commander's mirage tank and keep your initial detachment of spies and attack dogs close by its side. Group all your units together and don't let any of them step outside the tank's stealth field as it rolls down the street.



Use your spies' bribe ability to convert Soviet forces to your side as you go. Tesla troopers are of particular value, but bribing any 10 units completes a bonus objective. (You can work at fulfilling this objective throughout the whole of the mission, so don't feel rushed.)



It doesn't take long to confirm that the Soviets are up to something here—they're crawling all over the place. However, you'll need to find a Soviet base before you can convince Allied command to send reinforcements, so continue following the mirage tank until you encounter a blockade. Here, you must either bribe the soldiers standing in the road or open fire on them.



The Soviet base lies just beyond the apocalypse tanks. You must destroy it, but don't worry: It isn't particularly well defended. Set your units to Aggressive Stance and make with the carnage. Have any Tesla troopers you've bribed disable the nearby tanks, then work at destroying their barracks and war factory to prevent more units from emerging.

The next obstacle is a pair of apocalypse tanks. Eager to beat up some reds, your ally drops the stealth shield and opens fire. If you've bribed some Tesla troopers, order them to deactivate the tanks with their EM disrupters ability. Better yet, advance a spy and bribe them if you've got the funds.



Terrible Airships



Allied cities. You mustn't let any of them escape the region, or millions of innocent lives will be lost.



Realizing the potential for mass destruction if the Soviets aren't stopped, Allied command grants you and your ally full access to base production. You don't need to worry about the first Kirov—your ally will dispatch it—but it's still wise to construct an airbase and fill its hangars with Apollo fighters, just in case. Build a defense bureau next,

followed by a power plant, so you may begin producing spectrum towers to defend your base's northern perimeter.



CAUTION
The Soviets may attempt an amphibious assault as well; be sure to place a spectrum tower to defend the southern beach.



NOTE
Kirovs travel slowly, so there's no need to send your Apollos after them the moment they're launched. Keep tabs on the Kirovs and wait for them to drift away from their comrades before you make a move.

Building Bombers



The reds aren't the only ones capable of building bombers. As you fortify your base defenses, simultaneously upgrade to max clearance and then set down a second airbase. Queue up a full wing of century bombers and send them south to wipe out the Kirov launch facility near your base.



TIP
Make sure to purchase the Advanced Aeronautics support power; it strengthens your aircraft's armor and increases their ammo capacities.



TIP
Issue your ally the Strike Target command whenever there's a Kirov you don't want to hunt down yourself.



The rest of this mission is fairly straightforward. Keep sending bombers to wipe out those Kirov launch facilities, and add another full squadron once you've got the funds. You'll eventually want to build an armor facility so you can churn out tanks, IFVs, and Athena cannons—these will assist you later in the struggle, when you need to push north and clear out the Soviets' fortified bases and antiair defenses. There's no need to rush things, however, so just keep downing those Kirovs and bombing away at their launch facilities until the red menace has been banished from Havana.



CAUTION
The Soviets may eventually send twinblades and apocalypse tanks against your base, so leave a few extra units there for defense, just in case.



★ Leningrad: The Moon Shall Never Have Them ★



THE DECISION HAS BEEN MADE TO BRING THE SOVIET LEADERSHIP TO JUSTICE. THE ALLIES ARE MOBILIZING THEIR FORCES TO APPEAR ON THE SOVIETS' DOORSTEP IN LENINGRAD AND ARE ATTEMPTING A RISKY TACTIC: SHRINKING THEIR MCVS TO SLIP DEEP INTO SOVIET TERRITORY AND TAKE THEM BY SURPRISE. YOUR FIRST OBJECTIVE IS TO CLEAR A DROP ZONE FOR INBOUND ALLIED FORCES, WHICH WILL TRANSPORT INTO THE VICINITY VIA CHRONOSPHERE. AFTERWARD, YOU'LL NEED TO ELIMINATE THE SOVIET DEFENSES IN THE REGION AND BRING DOWN THE PREMIER'S FORTRESS TO ENSURE HE DOES NOT ESCAPE. EXPECT FIERCE RESISTANCE.

★ PRIMARY OBJECTIVES

1. Unpack MCV 1 at Chrono Drop Zone 1
2. Unpack MCV 2 at Chrono Drop Zone 2
3. Clear the plateau of Soviets
4. Destroy all seven iron curtains
5. Destroy the premier's fortress

★ BONUS OBJECTIVES

1. Destroy the vacuum imploder

★ AREAS OF INTEREST

1. Insertion point
2. Your base
3. Co-commander's base
4. Iron curtains
5. Vacuum imploder
6. Premier's fortress



Bite-Sized Base-Makers

Hoping to slip past the Soviet's watchful defenses, the Allies shrink their MCVs by way of cryocopter, making them far more mobile. You have precious few seconds to maneuver your MCV to the designated area before it resizes; send it puttering directly to the indicated zone. Once it arrives, unpack it into a full-size construction yard.

The moment you unpack your MCV, the Allies warp in a detachment of mirage tanks by way of chronosphere. Group them up and begin assaulting the surrounding Soviets, working toward clearing the plateau. Focus your tank's attacks on the greatest threats to their well-being—mainly the reds' tanks. Soviet production facilities are also key targets.



CAUTION

A few apocalypse tanks lie to the southwest. Target them last, by which point your mirage tanks will likely have gained some veterancy.

To the Moon



Clearing the plateau of hostiles grants the Allies a foothold in Leningrad. Unfortunately, it also prompts the Soviet premier to show his hand: With no place else on Earth left to hide, the madman is intent on launching himself into outer space! His stronghold must be destroyed before his absurd plot comes to fruition, but the facility is

completely shielded by not one but *seven* iron curtains. You must destroy all seven devices to make the premier's fortress vulnerable.

Digging in and Teching Up



Start building up your base in the usual manner: Set down a power plant, followed by a pair of ore refineries. Build lots of multigunner turrets as well, placing the majority near the east bridge, which Soviet ground units will soon pour across. Construct a boot camp once your ore refineries are down, and train javelin soldiers to garrison your turrets.

TIP

As soon as you can, capture the oil derrick south of your ore mines for more fast funds.



Raise an airbase after setting down your boot camp, but don't build any aircraft just yet. Instead, use it as a repair site for your remaining mirage tanks, which will be instrumental in repelling the waves of hostiles coming from the east bridge. Once your airbase is in place, you can build a defense bureau, which in turn will allow you to build spectrum towers and the Allies' ultimate weapon, the proton collider.



The proton collider will be a great help to you in this mission, but it takes several minutes to charge. Build it sooner rather than later to ensure you get the most use out of it.



With your proton collider powering up and a spectrum tower or two helping your tanks hold the bridge, start upgrading your construction yard to Max Clearance status. Once that's done, queue up a full squadron of century bombers at your airbase. In fact, from this point forward, all you'll want to be doing is building additional airbases and bombers.



Make sure to purchase the Air Superiority support power to increase your bombers' defense and bomb capacities.

It's Curtains for You



With a full wing of centuries at your command, send them off to obliterate the nearest iron curtain, which lies just beyond the east bridge. Don't worry if

a few of them are shot down; you can always build more. You'll also want to annihilate all Soviet war factories in the vicinity; this will help stem the tide of vehicles that keep coming after your base.

Keep building airbases and bombers, obliterating one iron curtain outpost after the other. Don't worry about destroying every last unit and structure; just make sure to take out those pesky unit-production structures and the iron curtains. No need to be shy about using your proton collider, either; the sooner you fire it, the sooner it will begin to recharge. Unleash the Superweapon the moment it's ready to inflict tremendous damage across a wide area.



Another Vacuum to Worry About



It's still worthy of concern, though, so send a wing of bombers to annihilate it as soon as you're able.



Target the iron curtain that stands just in front of the vacuum imploder, and your century's linear bombing pattern will also strike the Superweapon. Just make sure to finish it off!

The premier isn't just obsessed with sending himself into the vacuum of space—he's also prepared to bring the vacuum of space to bear against his foes here on Earth. As the battle wears on, he soon activates the Soviets' ultimate weapon: the vacuum imploder. Fortunately, this device takes a while to charge up, just like the Allies' proton collider.

It's still worthy of concern, though, so send a wing of bombers to annihilate it as soon as you're able.

So Long, Sputnik

Annihilating all seven iron curtains will likely cost the lives of many brave century bomber pilots, but the ends justify the means: the curtains' shields around the premier's fortress deactivate, exposing the structure. Keep those bombers coming, employ your support powers, and ask your ally for assistance in obliterating the facility. Don't relent until you at last manage to topple this corrupt Communist regime.



IMPERIAL CAMPAIGN

★ Vorkuta: The Death of Father Frost ★



THE FIRST TARGET OF THE EMPIRE'S WRATH IS THE QUAINTE RUSSIAN VILLAGE OF VORKUTA, WHICH IS CURRENTLY IN THE MIDST OF YEAR-END FESTIVITIES. YOUR ORDERS ARE TO TAKE THE SOVIETS' COASTAL DEFENSES OFFLINE SO YOU MAY INFILTRATE THE CITY AND SHATTER THEIR HISTORICAL MONUMENTS IN THE MARKET SQUARE. AFTER THAT, YOU WILL SINK THE SOVIET NAVAL FORCES DOCKED AT THE HARBOR. SUCCEED IN THIS FIRST ASSIGNMENT AND THE EMPEROR WILL BE PLEASED.

PRIMARY OBJECTIVES

1. Destroy the reactors
2. Destroy the statues around the square
3. Bring down the Tesla towers
4. Destroy the Soviet navy at harbor

BONUS OBJECTIVES

1. Destroy all of the barracks

AREAS OF INTEREST

1. Insertion point
2. Checkpoint reactors
3. Soviet barracks
4. Statue monuments
5. Harbor reactors
6. Harbor Tesla towers
7. Soviet navy

LEGEND

- Hospital



Sneak Attack



Even when celebrating, the Soviets are on high alert. They have no idea of the empire's power, however; have your sudden transport assume the appearance of one of the nearby bullfrogs so you may slip through the checkpoint without incident.

Sudden Transport

Type: Vehicle
Purpose: Disguiseable troop carrier
Trained at: Mecha Bay
Cost: 500
Time to Train: 56 seconds



Sudden transports may disguise themselves as other vehicles to sneak Imperial infantry behind enemy lines. Because they hover, sudden transports can cross both land and sea. Though unarmed with conventional weapons, sudden transports are rigged to explode if destroyed.



Slide onto the western shore beyond the checkpoint and evacuate your sudden transport's passengers: a group of Imperial warriors. This blows your transport's disguise; order your infantry to open fire on the conscript guards as you advance up the snowy hill.

Imperial Warriors

Type: Infantry
Purpose: Anti-infantry/antigarrison
Trained at: Instant Dojo
Cost: 150
Time to Train: 5 seconds

Imperial warriors use burst-firing rifles specially made to take down other infantry. Their special ability gives them a window of opportunity to rush enemy infantry with beam katanas at the ready. Just one stroke from these blades is often lethal.



One of the Soviet reactors you must destroy stands at the top of the hill. Your ally's tankbusters are better equipped to destroy it; have your warriors defend them against any Soviets who try to interfere.

Tankbuster

Type: Infantry
Purpose: Antiarmor
Trained at: Instant Dojo
Cost: 300
Time to Train: 5 seconds

Tankbusters are specially trained and outfitted to take on enemy armor units. Their plasma-cutter cannons can quickly punch through a battle tank's armor. Their special Spider Burrow ability lets them dive underground, enhancing defense and making them impossible to crush. They must pop back up to resume firing.



Final Flight



The emperor is pleased with your success in destroying the first Soviet reactor and rewards you with the use of a Final Squadron X support power. This is fortunate, because your soldiers cannot reach the other reactor atop the east hill. Target the reactor with your new support power to obliterate it.

Marketplace Mayhem



Destroying both reactors shuts off the nearby Tesla towers, enabling a few more sudden transports to shore up and deploy reinforcements. You now have enough manpower to lay siege to the market square; group your tankbusters and advance them east, leveling the first Soviet barracks you encounter as you enter the plaza.



Destroy the other barracks to the north to cut off Soviet reinforcements and complete a bonus objective.



Now simply advance your warriors through the city, having them cut down any Soviets who get in their way. Bring down all four historical monuments in the square to crush the Soviets' spirits and complete another primary objective.

As you advance east, you're given control over a small clan of elite Shinobi to help you with the task. Use these advanced infantry units to cut down all who would dare oppose the emperor's will.



Shinobi

Type: Infantry
Purpose: Infiltration infantry
Trained at: Instant Dojo
Cost: 1,000
Time to Train: 10 seconds

Shinobi are expert infiltrator assassins. Their bladed weapons are lethal to infantry, and they can traverse land and sea with equal ease. Their special ability is a smoke bomb that causes enemies to lose their target on the Shinobi. If a Shinobi slips inside an enemy structure, it will disrupt the enemy in various ways (depending on the structure infiltrated).



Harbor Assault



You've done well by destroying those monuments, Commander. Now that the Soviets are deeply discouraged, the time has come to strike at their formidable navy. You should have accumulated five additional Final Squadron X support powers by now; use them to destroy the three reactors powering the harbor's Tesla towers to disable its defenses. (You may also opt to destroy the Tesla towers themselves if you like.)



Your infantry have served their purpose; garrison them in the market square's structures for cover while you conduct your harbor assault.



Knocking out the Tesla towers places the whole harbor at the empire's mercy. Advance your new host of Yari minisubs on the docked Soviet battleships, obliterating each one in turn. Call upon your Final Squadron X support powers as well to hasten the task of annihilating the Russian naval presence here in Vorkuta.

Yari Minisub

Type: Naval
Purpose: Antiship scout
Trained At: Instant Docks
Cost: 800
Time to Train: 10 seconds

Yari minisubs are undersea scouts armed with tiny torpedoes that are effective against enemy naval forces. These units must surface to fire but are invulnerable to most attacks while traveling underwater. Their special ability, Last Voyage, causes the Yari minisub to self-destruct by ramming their target for great damage.



★ Stalingrad: To Conquer Shattered Spirits ★

Map on next page



THE STAGE IS SET FOR A FULL-SCALE ASSAULT ON THE SOVIET HEARTLAND. THE SOVIETS HAVE GATHERED ON THE OUTSKIRTS OF STALINGRAD, AND YOUR ORDERS ARE TO SEND FORCES TOWARD THE BEACH AND ESTABLISH A BASE THERE. THE SOVIETS CHERISH AN HISTORIC STATUE IN THIS AREA—DESTROY IT. DO THIS AND THE EMPEROR WILL BE PLEASED.

Rolling on the River



Your first task is to escort your MCV along the river to the eastern shore. Your escort force consists of versatile new units called Mecha Tengu/Jet Tengus. Advance eastward, issuing your Tengus the Attack Move order so they mow down the Soviet infantry stationed along the pier.



Heads-up: A group of Soviet twinblades advances from the east, intent on halting your advance. Switch your Mecha Tengus into Jet mode to make them take flight and shred these dangerous threats. Afterward, return your Tengus to Mecha mode so they may cut down the Soviet infantry on the beach ahead.

Fun with Nanocores



Once your MCV reaches the beach, unpack it into a construction yard near the western pair of ore mines. Your ally takes up position to the east. Immediately begin producing nanocores from your construction yard, rolling out a generator core first, followed by a dojo core. Unpack these little vehicles to build their structures: an instant

generator and an instant dojo, respectively. Once your generator's in place, begin rolling out refinery cores, unpacking them next to your twin ore mines. Unlike the Soviets and Allies, Imperial structures don't need to be placed in close proximity to their construction yard—they can be unfurled anywhere.



Once your instant dojo's in place, train a handful of tankbusters; they'll help you fend off vehicles. Also, once you've unpacked an instant generator, start rolling out defender cores, unfurling them into defender-VX turrets along your northern border.

Mecha Tengu/Jet Tengu

Type: Vehicle
Purpose: Anti-infantry/air-to-air robot
Trained at: Mecha Bay
Cost: 800
Time to Train: 10 seconds



Mecha Tengu are versatile fast-attack skirmishers whose twin auto-cannons are particularly deadly against infantry. There's no terrain they cannot cross. Their special ability is to transform into the Jet Tengu: a flying form that's effective against most aircraft, but it is unable to target surface foes.

★ PRIMARY OBJECTIVES

1. Establish a base
2. Destroy the Mother Russia statue
3. Defend the transports

★ BONUS OBJECTIVES

1. Destroy all Soviet monuments

★ AREAS OF INTEREST

1. Insertion point
2. Your base
3. Co-commander's base
4. Soviet monuments
5. Mother Russia statue
6. Imperial transport insertion point

★ LEGEND

-  Oil Derrick



Once you've unpacked an ore refinery, you'll be free to build a Mecha Bay. Roll one out and unpack it to the north of your construction yard, then begin researching the Mecha Bay Upgrade as soon as the structure's in place. Once upgraded, you can build tsunami tanks, which will help facilitate your efforts here in Stalingrad.



Build a second Mecha Bay as soon as possible, and station it near your first. Don't bother upgrading this one; simply queue up a host of Tengus, treating your initial Mecha Bay as your primary tank-production facility.

Tsunami Tank

Type: Vehicle
Purpose: Antiarmor tank
Trained at: Mecha Bay
Cost: 1,000
Time to Train: 10 seconds



Tsunami tanks are fast-firing amphibious armored units that can quickly bring ruin to enemy bases and their vehicles at land or at sea. Their special ability briefly provides a significant boost to their defense, and while the tsunami tank cannot fire in this state, they're still able to run down infantry.

Monument Masher



With units rolling out of your production facilities, have your Tengus take flight and do a little recon on the oil derrick and Soviet monument to the west. Eliminate any hostiles in the area, then open fire on the monument. Meanwhile, pump an engineer out of your instant dojo and send him running off to capture the oil derrick for additional funds.



Have your Tengus collect the money crates near the Soviet monument for even more fast cash.

Engineer

Type: Infantry
Purpose: Field support
Trained at: Instant Dojo
Cost: 500
Time to Train: 10 seconds

However, when the effect wears off, the engineer must pause for a moment to catch his breath.

Imperial engineers can instantly capture neutral or enemy structures on land or at sea. They may also repair damaged structures. Their special sprint ability greatly increases their movement speed for 10 seconds.



Next, advance a tank battalion north, aiming to destroy the monuments in the region's northeast corner. Send some Tengus as well to dispatch Soviet infantry and air units you may encounter along the way. Meanwhile, continue producing tanks and Tengus back at base, queuing up plenty of each in preparation for an assault against the Soviets' northwestern base.



Down with Mother Russia



Once you've massed more forces, advance your tsunamis and Tengus to wipe the Soviets' base from Stalingrad. Set all of your units to Aggressive Stance to ensure they obliterate units and structures alike. Destroy the four Soviet monuments to complete your bonus objective, then topple the Mother Russia statue to crush your rivals' spirits.

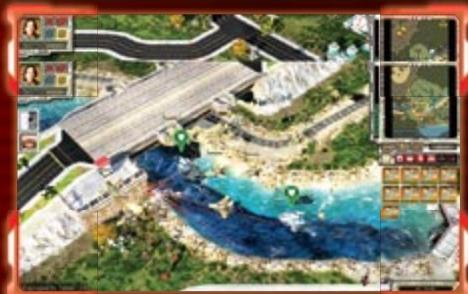


The battle doesn't end when you take out the Mother Russia statue, so keep those tanks and Tengus rolling out of your Mecha Bays.

Defending the Transports



With the Soviet base eliminated and their symbol of greatness destroyed, the empire deploys their sudden transports and secures their occupation of Stalingrad. However, the Russians aren't about to let their cherished city fall so easily and quickly deploy reinforcements to destroy the Imperial transports, including mighty apocalypse tanks and troop-deploying twinblades. Each sudden transport arrives from the river's east end, heading westward; send all of your units to defend the precious vehicles.



Not every transport needs to make it through the area (unless you're playing on hard), but you fail if too many are destroyed. Keep rolling tanks and Tengus out of your base, and quickly eliminate each Soviet threat, thereby ensuring the transports' safe passage. Engage vehicles with your tsunamis and cut those twinblades out of the

sky with your Tengus. If the twinblades manage to deploy their infantry passengers, revert your Tengus to Mecha mode and eliminate these threats.



Soviet bullfrogs can spell disaster for your Jet Tengus. Be quick to ground them if they start taking fire, then retaliate.

★ Odessa: Behold the Mighty Saint of Swords ★

Map on next page



YOUR FORCES HAVE BEEN CALLED UPON TO AID IN THE CONSTRUCTION OF GENERAL TATSU'S SECRET WEAPON. YOU ARE EXPECTED TO ENSURE THE ASSEMBLY AREA IS WELL DEFENDED. YOUR ORDERS ARE TO SAFELY TRANSPORT THE REMAINING WEAPONS PARTS TO THE ASSEMBLY AREA AND ENSURE THAT THE WEAPON IS BROUGHT ONLINE. GENERAL TATSU EXPECTS YOU TO SET HIS PLAN IN MOTION AND WILL CONTACT YOU IN THE FIELD. THAT IS ALL.

Transport Escort



It's a long ride from the insertion point to the assembly area, so quickly group your chopper-VX units and advance them south to scan for hostiles. You don't have to go far to find some: Several Soviet stingrays lie in wait just ahead. Target and obliterate each one in turn, doing your best to keep ahead of your sudden transports.



The stingrays go down quickly, but the real sharks in these waters are the Soviets' Akula subs, which soon begin approaching from the east. Your transports can't withstand many of these subs' torpedoes, so make the Akulas your primary targets. Destroy them the moment they surface to strike.

► Striker-VX/Chopper-VX

Type: Vehicle

Purpose: Antiair/
antisurface robot

Trained at: Mecha Bay

Cost: 1,200

Time to Train: 10 seconds
assault modes mean nothing is safe from these units.

Striker-VXs are dual-form pilot-assisted robots designed to destroy enemy aircraft with their homing rockets—but that's not all. Their special ability is to transform into the flying chopper-VX: a form that is highly effective against armored targets on the ground. These two







After you clear the way to the assembly site, order your chopper-VXs to touch down and transform into striker-VX mode. This enables them to fire their rockets on the twinblades that soon close in to attack. Annihilate each Russian chopper as your transports shore up and slip into the nearby warehouse.

Enter: The Executioner

All those transports had to be hauling something special, and it soon becomes apparent why General Tatsu was so excited about his new weapon: The monstrous robot that emerges from the warehouse is quite possibly the greatest destructive force ever conceived by man. This will be your one and only unit for the remainder of the mission, but as you can plainly see, it's the only unit you'll need.



Why not take your new toy for a test spin? Send the Shogun executioner marching south, targeting the nearby Russian landmark: a massive stone castle. Just one swipe of the Shogun executioner's energy sword obliterates the structure as if it were made of sticks.



The Soviets are picking away at your ally near his base, so send your war machine stomping to his aid. Smash and destroy.



CAUTION
Soviet super-reactors will damage the Shogun executioner when they explode, so use the executioner's special shock-wave ability to obliterate them from afar.



The only real threats to your executioner are twinblades (which it cannot target) and the Soviet artillery batteries you must destroy. Your ally will handle the twinblades for you, but the batteries pose a more troublesome threat. Advance and annihilate each one as quickly as possible, unleashing the executioner's shock-wave attack as you draw near.



NOTE
The executioner feeds off the Soviets' Tesla weaponry, gaining health each time it's zapped. Allow stingrays, Tesla troopers, and Tesla towers to attack at will.

All Your Base Are Doomed



The Shogun executioner is absurdly powerful, and you should have little trouble annihilating the Soviets' artillery batteries. Take out their landmarks as you go to complete a bonus objective, then turn the Shogun loose on the Soviet base to the north. Wipe the entire compound off the map to make clear how vastly superior Imperial technology has become.

★ Pearl Harbor: Graveyard of a Foolish Fleet ★



THE EMPIRE'S POSITION AT PEARL HARBOR MUST BE DEFENDED, AND YOU HAVE BEEN CHOSEN TO REPEL THE INBOUND ALLIED FLEETS. YOUR ORDERS ARE TO ESTABLISH A DEFENSIVE PERIMETER IN ANTICIPATION OF THE FORTHCOMING ATTACK. DO NOT ALLOW THE ALLIES TO DESECRATE THE IMPERIAL MONUMENTS TO THE EMPEROR SITUATED ABOUT THE ISLAND. GOOD FORTUNE.

★ PRIMARY OBJECTIVES

1. Defend Pearl Harbor
2. Destroy the Allies' assault base

★ BONUS OBJECTIVES

1. Capture the long-range radar towers
2. Defend the long-range radar towers

★ AREAS OF INTEREST

1. Insertion point (your base)
2. Co-commander's base
3. Allied assault base
4. Imperial monuments
5. Radar towers
6. Imperial fleet arrival site



The Allies Are Coming



Time is short, Commander; the Allies will be here any minute. Fortunately, a host of defender cores have already been produced for you. Advance and unfurl them into defender-VX turrets, positioning them along the coastline to guard the Imperial monuments you must protect.



Focus on defending the western half of the coast. Your ally will cover the east.

While your defender cores are under way, queue up a host of Yari minisubs at your instant docks—these tiny craft will be instrumental in repelling the Allied navy in the early stages of the conflict. The Allies will send aircraft against you as well, including century bombers that will deploy troops near your base and generally make your life difficult. Tengus will be a great help in combating these airborne and infantry threats, so queue up an ample amount at your Mecha Bay.



Set your instant docks' rally point close to the coastline so that each one you build immediately moves into defensive position.



You've been provided a trio of engineers. Advance them to capture each of the three long-range radar towers around the island. Once these structures are captured, you'll gain a better view of the inbound Allies.



Later in the conflict, the Allies will attempt to capture the radar towers with their own engineers. Don't let them or you'll lose your extended radar (and also forfeit a bonus objective). Station a Tengu or two to defend each tower.

Holding the Coast



It's not long before the Allies begin sending raider groups against Pearl Harbor. Group up your minisubs and Tengus, then simply keep an eye on your radar and do your best to repel each attack. Keep producing reinforcements back at base, and be quick to respond to each incursion. Retreat injured units for repairs when possible.



Use Repair mode to fix your damaged defender-VXs, along with any Imperial monuments that suffer Allied fire.



It takes several long minutes for the Imperial fleet to arrive, but a

forward detachment of Naginata cruisers arrives beforehand to help you defend your position. Group up these formidable warships and unite them with your minisubs to help fend off the Allied navy's advances. You gain the ability to construct additional Naginata cruisers at your instant docks once this detachment arrives, so cancel any Yaris you have in production and queue up some cruisers instead.

Naginata Cruiser

Type: Naval

Purpose: Advanced antiarmor ship

Trained at: Instant Docks

Cost: 1,800

Time to Train: 18 seconds



Naginata cruisers are specially designed to obliterate enemy ships in a hail of powerful torpedoes. Their special Torpedo Type-S ability launches a wide spread of auxiliary torpedoes that can decimate entire fleets. This attack takes considerable time to rearmed.

CAUTION

It can be tempting to advance on the Allies' base once your Naginatas arrive, but don't try it. Their outpost is deceptively massive, and your ships will serve you far better on defense.

★ Pacific Ocean: Assault on the Black Tortoise ★

Map on next page



THE ALLIES HAVE MOUNTED A BOLD ATTACK AGAINST THE BLACK TORTOISE, THE IMPERIALS' MASSIVE FLOATING FORTRESS IN THE PACIFIC. YOUR ORDERS ARE SIMPLE, COMMANDER: ELIMINATE THE ALLIED CONVOY EN ROUTE TO JAPAN.

The Fleet Arrives



Holding the coast can be a bit hectic, but it isn't difficult if you stay alert and employ a tight defense. Once the Imperial navy arrives, you gain control over a fleet of mighty Shogun battleships, giving you the firepower you need to secure the harbor. Set all of your vessels to Aggressive Stance, and Attack Move them straight into the heart

of the Allied assault base. Obliterate the entire encampment, calling upon support powers as necessary.

CAUTION

The Allies will continue to send bombers and deploy infantry at your base, so hold back your Tengus to help defend your turf.

TIP

Have your Shoguns target the Allies' base defenses first to take them out from a safe distance. This allows your cruisers to close in with less risk.

Shogun Battleship

Type: Naval

Purpose: Heavy bombardment

Trained at: Instant Docks

Cost: 2,200

Time to Train: 22 seconds
quickly enter firing range. Shoguns can smash straight through and destroy other vessels while traveling at this velocity.



Shogun battleships are the finest vessels in the Imperial fleet. They have a fantastic attack range, and nothing can stand up to a barrage from their six main guns. The Shogun battleship's special ability provides a temporary burst of speed, allowing these massive ships to

★ PRIMARY OBJECTIVES

1. Stop the Allied MCVs
2. Repair the fortress power cores
3. Protect the fortress power cores
4. Destroy the Allied assault forces

★ BONUS OBJECTIVES

1. Escort the engineers to the power cores in three minutes

★ AREAS OF INTEREST

1. Insertion point
2. Fortress power cores
3. Allied assault bases



Ocean Showdown



The Allies are sending whole fleets of MCVs to establish forward military bases in Imperial waters. This cannot be allowed to happen, so order your initial fleet of Naginata cruisers and Shogun battleships to obliterate the first inbound wave. Your ally lends a hand, using their rocket angels to paralyze the MCVs so your vessels may destroy them.

You're rewarded with your own squad of rocket angels after you dispatch the MCVs. They'll certainly come in handy, as another wave of MCVs is en route. Group up your rocket angels, who are already set to wield their paralysis whips. Have each angel immobilize an MCV, then order your assault craft to open fire.



Rocket Angel



Type: Infantry
Purpose: Flying antiaarmor/antiair
Trained at: Instant Dojo
Cost: 900
Time to Train: 10 seconds

Rocket angels are flying women warriors armed with photon rocket arrays. Their attacks are effective against both airborne and surface-dwelling targets. Rocket angels may switch to using an energized paralysis whip that completely immobilizes a single target, preventing it from taking any action.



Tired of seeing their MCVs sunk, the Allies soon advance armed escort vessels. These threats must be neutralized, but MCVs are still your primary targets—none can be allowed to leave the region. Have your rocket angels break off to paralyze any MCVs that appear on radar while your warships annihilate the escorts. Then wipe out the MCVs.



If the Allies send air units against you, look for an opportunity to switch to your rocket angels' primary weaponry and destroy them.

Fractured Fortress



Well done, Commander; the Allies' push into Imperial waters has been successfully countered. However, their assault forces have done a number on the Black Tortoise while you were away, and you must eliminate the remaining Allied raiders before they manage to destroy the fortress's twin power cores. You're granted the use of swift sky-wings to aid you in this effort; use them and your remaining rocket angels to clear the Black Tortoise of its Allied plague.



The Allies will quickly destroy both power cores if you don't hurry. Ignore the hostiles firing on the fortress's ore refineries and rush to defend the power cores first.

Sea-Wing/Sky-Wing

Type: Naval

Purpose: Antiair/anti-infantry jet

Trained at: Instant Docks

Cost: 1,100

Time to Train: 11 seconds

Sea-wings combine the functions of an antiaircraft submarine with a close-support aircraft. They remain

submerged and hidden while traveling about in sea-wing form, surfacing only to down enemy air units. In sky-wing form, these units lose the ability to fire on air targets but gain the freedom to assault surface foes relentlessly.



Imperial command has also provided you some engineers to help fix up the Black Tortoise's damaged power cores. Quickly have them capture (and thus repair) each power core, fixing them both in under three minutes to complete a bonus objective.



The Conflict Escalates

Imperial reinforcements arrive shortly after your engineers repair the power cores—you gain control over an MCV, a small variety of nanocores, and several Naginatas and Shogun battleships. Quickly unpack your MCV and nanocores, unfurling any refinery cores you may have acquired near the fortress's multitude of ore mines.

Initiate repairs on the Imperial docks near the fortress that's now under your control.



Your radar view of the battlefield expands to show several Allied assault bases along the region's southern and eastern edges. The honor of obliterating each Allied base falls to you, while your ally will work at defending the fortress. Hurry and build a second Imperial docks near your freshly unpacked

construction yard, then research its Docks Upgrade so you may produce sea-wings there. Your other Imperial docks near the fortress is already fully upgraded, so queue up several additional Shogun battleships. You'll need lots of artillery if you're to take down all those Allied bases.



NOTE
Trust in your co-commander and try not to worry about the fortress's power cores. They'll become the target of Allied bombers from time to time, but your ally is always quick to patch them back up with engineers.



Defend both of your Imperial docks while you muster your fleet, then order your Shoguns and sea-wings to assault the closest Allied outpost. Set your battleships to Aggressive Stance, and Attack Move them forward. Don't advance your sea-wings too far ahead of them—you don't want them to become targets. Have them stand

by to cut down cryocopters instead, which are likely to mess with your warcraft.



TIP
For the most part, it's best to leave your sea-wings submerged and ready to defend your Shoguns from aircraft. If Allied naval units start overwhelming your Shoguns, however, transform some of your sea-wings into sky-wings to rain down cannon fire.



CAUTION
Allied Apollo fighters and hydrofoils can quickly chop down your sky-wings. Revert them to sea-wing form whenever these threats are about.

Taking the Center

By the time you crush the Allies' first outpost, they're likely to be advancing hosts of aircraft carriers from the base in the region's southeast corner. You cannot allow these vessels near your docks or the fortress—the results would be devastating. Advance your entire fleet to thwart them instead; they clash in the central waters as you struggle to push them back.



CAUTION
Aircraft carriers just love disabling your ships with their blackout missiles. Your sluggish Shoguns will find it difficult to avoid these strikes, so try to keep them spread apart. If your sea-wings become a target, simply transform them to sky-wings to avoid the attack altogether.



Be sure you're producing additional Shoguns and sea-wings from your twin docks while you work at repelling the Allies' formidable navy. Set your rally points near the conflict zone as well to reinforce your fleet with minimum effort. Meanwhile, have a few refinery cores set up shop near the southern ore mines—the ones the Allies had been harvesting before you demolished their southern outpost.



TIP
Call on your co-commander for assistance if you're having trouble pushing back the Allies. Do this as a last resort, though, because you will be pulling your ally's forces away from their primary duty of defending the Black Tortoise.



Securing the Seas



The momentum will have shifted in your favor once you're successful in thwarting the Allies' advance. Don't

relent as long as you have a handful of Shoguns in the water; press onward and work at crushing the Allies' southeastern encampment. They'll likely continue to churn out aircraft carriers, and it's best to make each one your Shoguns' primary target. Blast away at their base defenses and production structures when no carriers are about.

Your co-commander should have built up a respectable force by the time you move against the Allies' final base, so feel free to call on them for aid as the battle draws to a close. Working together, you and your ally will crush the Allied invaders, ensuring a dominant Imperial victory.



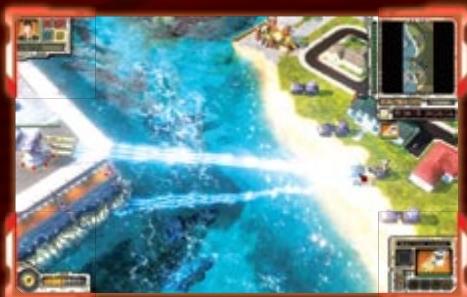
★ Santa Monica: Rage of the Black Tortoise ★

[Map on next page](#)



YOUR TARGET FOR THIS OPERATION IS THE CITY OF SANTA MONICA, HOME TO MANY OF THE ALLIES' MEDIA LOYALISTS. YOU MUST MAKE LANDFALL ON THE CITY'S SHORE, ESTABLISH A BASE, THEN CAPTURE THE ALLIES' MEDIA CENTERS AND DESTROY THEIR RESISTANCE. THE BLACK TORTOISE IS WITHIN RANGE AND WILL SERVE AS THE STAGING GROUND FOR YOUR ATTACK. THAT IS ALL.

The Tortoise Strikes Back



You've worked hard at bringing the Black Tortoise back online, Commander. Now you may enjoy the fruits of your labor. The Tortoise has been maneuvered close to the Allied city of Santa Monica; unleash its massive artillery batteries against the Athena cannons stationed along the shore to clear a space for your landing party.



With the shoreline cleared of Allies, you're free to deploy an MCV on Allied soil. Quickly begin establishing a foothold in the region, rolling a generator core, dojo core, and two refinery cores out of your construction yard.



The Black Tortoise's batteries will continue to level nearby buildings, clearing room for your base. They'll also prevent any Allied naval units from flanking your outpost and attacking you from behind.

★ PRIMARY OBJECTIVES

1. Clear a landing zone
2. Capture the media centers

★ BONUS OBJECTIVES

1. Capture the international airport
2. Destroy the observatory cannon
3. Destroy the amusements

★ AREAS OF INTEREST

1. Black Tortoise batteries
2. Your base
3. Co-commander's base
4. International airport control tower
5. Amusement park
6. Observatory cannon
7. Media centers

★ LEGEND

-  Hospital
-  Oil Derrick



The Allies won't wait long before moving against your base, so be quick to set down a Mecha Bay. Queue up a squadron of Tengus once it's in place, then research the Mecha Bay upgrade so you may produce striker-VXs. Simultaneously place several defender-VX turrets about your base's northern and eastern perimeters.



TIP
Train an engineer at your dojo, sending him north to capture the nearby oil derrick. (Have him collect any money crates you see along the way as well).

Bringing Down the Bombers



You soon receive a warning that the Allies are establishing an airbase to the east from which century bombers will soon emerge. These bombers will wreak havoc on your base if left unchecked, so the moment this base appears on radar, build a sudden transport at your Mecha Bay and pump out a couple of engineers from your instant dojo. Load the men into the transport, then target any Allied vehicle (or one of the ships that hails from their nearby seaport) to take on a disguise. Send your transport directly over to the airbase and pull right up close to the air-traffic control tower. Evacuate your engineers and immediately order them to capture the control tower. This completes a bonus objective and also prevents any century bombers from being produced.



Any bombers that had already been built will still be in play; pin them down with your Striker-VXs and Jet Tengus whenever they attempt a bombing run.

Wave-force Power



You'll be laying siege to numerous Allied outposts here in Santa Monica, so the emperor wisely grants you the use of powerful long-range bombardment units called wave-force artillery. These vehicles will be of great value, so hurry and roll a nanotech core out of your construction yard. Unfurl the structure into a nanotech

mainframe, then research the Mecha Bay breakthrough so you may begin producing wave-force artillery there.



The nanotech mainframe also enables you to build advanced base defenses called wave-force towers. Place a few for even greater base defense, then set most of your Defender-VX turrets to Airdestroyer mode to ward off Allied bombers.

Wave-Force Artillery

Type: Vehicle

Purpose: Heavy bombardment

Trained at: Mecha Bay

Cost: 1,800

Time to Train: 15 seconds

Wave-force artillery are mobile bombardment vehicles that fire devastating energy salvos rather than basic ballistic warheads. Their attack is incredibly powerful, though the firing sequence is quite slow. However, wave-force artillery own a special "premature discharge" ability that lets them fire immediately, at the expense of attack strength.



After producing a couple of wave-force artillery units, give them a test spin by targeting the nearby Allied seaport to the north. Your artillery units don't need to move far from home to target the structure, and it doesn't take long for them to obliterate it, either. Advance your artillery north, making a slow and steady assault on the rest of that outpost's structures.



If the Allies send units against your fragile artillery, immediately Reverse Move them back to base. Advance your Tsunamis and Tengus to intercept if needed, but try to keep all of your vehicles close to home so they can receive constant repairs.



The Allies will eventually send their long-range artillery units—Athena cannons—against your outpost. Build some striker-VXs at your Mecha Bay and transform them into chopper-VX form to dispatch these threats from on high.

Pushing Northward



Continue advancing your vehicles and artillery on the Allies' seaport base, working at steadily annihilating the place as you continue to build new units and fortify your own stronghold. Retreat your forces whenever the Allies send units against them, attempting to bait your foes into giving chase (and subsequently being annihilated when they near your base defenses). Exploit your Mecha Bay to keep all of your units in good repair.

When the Allied seaport base is no more, roll a refinery core and Mecha Bay core out of your construction yard and advance them both north, along with the bulk of your army. Dig in and work at establishing a forward outpost near the ore mine the Allies were harvesting up there. Expect your units to encounter stiff resistance, as the Allies will send swarms of ground units against them, including numerous Athena cannons. Use your chopper-VXs to obliterate all enemy vehicles while your Tengus defend the skies, touching down as needed to dispatch groups of infantry. Focus on repelling the Allies' forces with your own while your ore refinery and Mecha Bay unpack; then begin exploiting your Mecha Bay as a forward repair site for your front-line units.



of chopper-VXs to defend your main base at all times, transforming them as needed to deal with these threats.



Keep pushing north after securing the Allies' seaport base site, using your artillery to lay waste to their northern encampment. Support your wave forces with Tengus, tsunamis, and chopper-VXs, and keep churning out reinforcements the whole time. Retreat your units to your forward Mecha Bay for repairs as necessary, but try to keep the pressure up.

Finding Funds



If you lack cash, halt your northward advance and work at overtaking the Allies' eastern airbase, which won't be particularly well defended without the use of its bombers. A good-size group of Jet Tengus can secure the site without much trouble, cutting down aircraft and then transforming to Mecha Tengu form to wipe out the structures.



For additional income, send an engineer to seize the oil derrick near the Allies' former seaport base as soon as possible.

Allied Retaliation



Even as you drive your forces north, the Allies will regularly send raiders against your primary base. Their assault parties will often attack from the east, and they enjoy freezing your instant generators with cryocopters, which is likely to disable your defense turrets. It's therefore wise to leave a small wing



Sending a Message



Don't worry about capturing all of those media towers until after you decimate the Allied presence in the region—they'll just keep trying to retake them with engineers.

Anihilate the Allies, then work at completing your bonus objectives. The amusement park is easy to

destroy with a few chopper-VXs, as is the artillery cannon on the northern mountainside. You may want to ask your ally to take out the artillery gun for you to facilitate your northward advance.



With the Allies decimated and all bonus objectives satisfied, begin sending engineers to capture Santa Monica's media towers. If you like, use sudden transports to give them a lift. Capture each media tower to broadcast the emperor's divine message: a glorious new era is at hand.



A pair of spectrum towers guards each media center. Take them out from a safe range with artillery or send chopper-VXs to rain rockets on them.

★ Yokohama: Barbarians at the Bay ★

[Map on next page](#)



THE ALLIES AND THE SOVIETS HAVE UNEXPECTEDLY JOINED FORCES IN AN ATTEMPT TO OVERWHELM THE EMPIRE. THEY'VE ALREADY BEGUN THEIR JOINT INITIATIVE, AND YOU MUST HURRY TO RECAPTURE THE IMPERIAL OUTPOSTS THAT HAVE FALLEN UNDER THEIR ATTACK. IN ADDITION, THE ALLIED RELAY STATIONS MUST BE DESTROYED, AS THE ALLIES ARE USING THEM IN AN ATTEMPT TO SEVER THE EMPIRE'S GLOBAL COMMUNICATIONS. MAKE HASTE, COMMANDER.

Femme Fatale



Your only unit at the start of this mission is the Imperial army's elite commando, Yuriko Omega. Advance her north along the road ahead, laying waste to the Allied tanks guarding the bridge.



Seek out health crates to instantly heal Yuriko whenever she's wounded, and use her special Psychokinetic Burst ability to quickly dispatch larger groups of foes.

► Yuriko Omega

Type: Infantry

Purpose: Psionic commando

Trained at: Instant Dojo

Cost: 2,000

Time to Train: 30 seconds

Yuriko can send her foes flying using her special Psychokinetic Burst ability.

Yuriko Omega is the Imperial army's most powerful infantry unit. She has been trained to use her mind as a weapon, and it can destroy almost anything. She may pursue her enemies on land or at sea, and can even bring aircraft out of the sky. Should she become outnumbered,



★ PRIMARY OBJECTIVES

1. Retake the forward bases
2. Hold out for reinforcements
3. Destroy the Allied relay stations

★ BONUS OBJECTIVES

1. Capture the nanoswarm hives
2. Destroy the Soviet forces

★ AREAS OF INTEREST

1. Insertion point
2. Besieged Imperial outposts
3. Allied relay stations

★ LEGEND

-  Hospital
-  Oil Derrick
-  Garage



All Hail the King

Yuriko soon encounters reinforcements in the form of monstrous Imperial battle robots known as King Oni. Allow the brutes to smash through the barricade in the road, then turn them loose on the nearby Allied assault destroyers. Advance Yuriko to assist them, but keep her behind them so the King Oni take the brunt of the fire.



King Oni

Type: Vehicle
Purpose: Advanced antitank robot
Trained at: Mecha Bay
Cost: 2,000
Time to Train: 20 seconds

King Oni are the empire's heaviest ground forces. These giant battle walkers can quickly incinerate foes with their powerful eye blasters. Though slow, the King Oni's special ability is the Bull Rush, which allows it to quickly close the distance with enemies—or, more often, to smash straight into them and destroy them.





Securing the Outposts



A team of Shinobi also joins your ranks just as you near the besieged Imperial outposts. Group them up and then order your forces into the fray. Have your King Oni take the lead, soaking up the majority of the hostile fire with their stalwart armor. Follow up with Yuriko's Psychokinetic Burst attack, then have your Shinobi jump in and cut down whatever's left.



You'll gain control over whichever outposts your forces secure, as will your co-commander. Each outpost sports a unique array of structures, so pick out the ones you desire most and have at them. At the same time, issue your ally the Take Position order and select different outposts—this ensures you'll gain access to the structures you want.

Playing Defense



The Allies aren't about to give up the fight so easily, of course. They soon begin sending raiding parties across the sea, picking shots at your newly

recaptured base camps. You have no access to structure production at this time, so quickly use Repair mode and fix your damaged buildings and defense turrets. Also start producing forces at whichever unit-production facilities you happen to own.



If you've got an instant dojo, train a few engineers and send them to capture the surrounding oil derricks for extra funds. Capture the nanoswarm hives as well to gain the use of their support power and to complete a bonus objective.



You must hold out against the Allies for several minutes while Imperial command musters up reinforcements. The Allies favor sending bombers and aircraft carriers against you, making Tengus, rocket angels, and sea-wings/sky-wings affordable and effective units to counter them with. Station your King Oni to defend the ramps leading up to your outposts from the sea, and quickly destroy each threat that pops up on radar.



Aircraft carriers and century bombers are your primary targets. Everything else is secondary.

The Empire Strikes Back



You're eventually reinforced with an MCV, along with a few nanocores of varying types. Unfurl your nanos wherever you like and roll any additional ones you desire out from your new construction yard. The Allies have erected several relay stations in an attempt to sever the empire's global communications, effectively neutralizing your ability to command your forces. Their plot will succeed in a matter of minutes, so you must raise a force—and fast—to send against their base across the sea.



You'll definitely want access to an instant docks, as Shogun battleships' long-range artillery fire will be instrumental in crippling the Allies' encampment. Other, more versatile units, such as rocket angels, Tengus, tsunami tanks, and sea-wings/sky-wings will be of great value as well. Amass whichever of these units you like best—just make sure you have a handful of Shoguns to help with the heavy lifting.

NOTE

The Soviets will soon join the Allies in their effort to stop you as well. Work at destroying every last Soviet structure to teach the Russians a lesson and satisfy a bonus objective in the process.



When you're ready to make your move, advance your forces as one, giving your mighty battleships plenty of antiair support. Bring their devastating artillery fire to bear against the Allied and Soviet base defenses and unit-production structures, crippling their ability to stop your assorted fliers and/or tsunami tanks from overrunning the place. Your Shoguns' cannons cannot reach the more remote structures, but that's what your other units are for. To thwart the Allies' foolish plot, destroy all the relay stations before time runs out.

★ Moscow: Crumble, Kremlin, Crumble ★

Map on next page



MOSCOW IS PRIME FOR THE TAKING, AND IMPERIAL FORCES ARE ALREADY ASSEMBLED FOR A MASSIVE ASSAULT. THE SOVIETS ARE WELL DEFENDED, BUT YOU WILL HAVE THE ASSISTANCE OF THE MIGHTY SHOGUN EXECUTIONER. YOUR OBJECTIVES ARE SIMPLE: AWAIT THE ARRIVAL OF THE SHOGUN EXECUTIONER SO IT MAY ASSIST IN YOUR ASSAULT. THE KREMLIN MUST BE DESTROYED; LEAVE NOTHING STANDING. SUCH IS THE EMPEROR'S DECREE.

Waiting on the 'Bot



The Soviets in Moscow are far too powerful to challenge without the aid of the empire's mighty Shogun executioner. Therefore, your first duty is to hold your position while you await the executioner's arrival. The Russians will soon be upon you, and they'll primarily strike at your base from the northeast. Waste no time in unfurling your defense turrets, placing most of them (particularly your wave-force tower) near the northern T-intersection.

defense turrets, placing most of them (particularly your wave-force tower) near the northern T-intersection.

TIP

You begin with a sudden transport that's loaded with Imperial warriors. Immediately unload them so they can ward off infantry while your turrets unpack.

★ PRIMARY OBJECTIVES

1. Await the Shogun executioner
2. Destroy all Soviet forces and the Kremlin
3. The Shogun executioner must survive
4. Destroy the time machine

★ BONUS OBJECTIVES

1. Capture the Soviet VIP bunkers

★ AREAS OF INTEREST

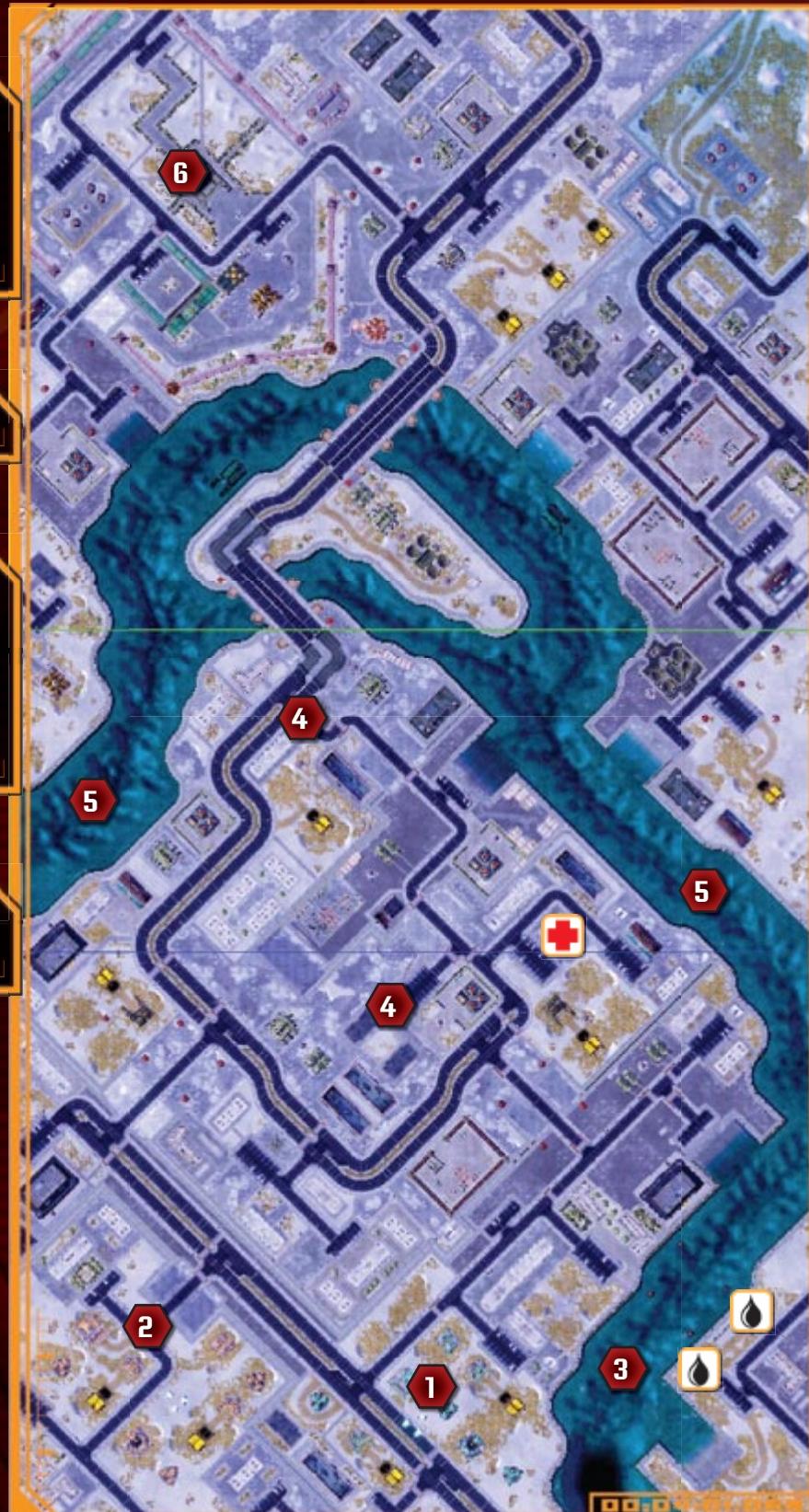
1. Insertion point (your base)
2. Co-commander's base
3. Shogun executioner insertion point
4. VIP bunkers
5. Dreadnought insertion points
6. Kremlin/time machine bunker

★ LEGEND

- Hospital
- Oil Derrick



You won't have much trouble holding off the Soviets once your turrets have unpacked, but pump a small squadron of Tengus out of your Mecha Bay for added defense. Begin upgrading your Mecha Bay afterward so you may build striker-VXs, and keep tabs on your turrets, using Repair mode as needed to patch them up. Also look



COMMAND & CONQUER® RED ALERT 3

PRIMA Official Game Guide

to lay down a nanotech mainframe as soon as possible so you may fully upgrade your Mecha Bay and eventually lay down the empire's ultimate weapon, the psionic decimator.



TIP

The psionic decimator takes several minutes to power up, so place it as soon as it's available. This lets you get the most use out of it over the course of the conflict.

The Shogun Cometh



It's not long before the Shogun executioner arrives, ready to do your bidding. It enters from the eastern canal, though, so you must send the brute north in order to reach the mainland. Issue the Move order, then return your attention to base. Fully upgrade your Mecha Bay if you haven't already, then start rolling out wave-force artillery.



TIP

Assign the Shogun executioner to its own group so you can easily keep tabs on it throughout the mission.



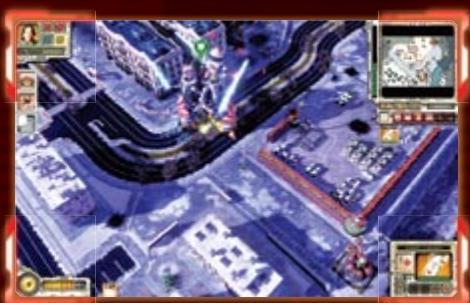
CAUTION

The Soviets begin advancing heavier units after the Shogun arrives, including troublesome apocalypse tanks and V4 rocket launchers. Employ your chopper-VXs against these threats, but don't let them stray too far from home. Mecha Tengus can also help shred the V4s.

The Shogun executioner should do most of the heavy lifting for you. Turn the colossus loose on Moscow, obliterating everything in sight. Use its shock-wave attack as often as possible to inflict widespread mayhem, and have your artillery units follow behind the executioner, using their superior firing range to annihilate structures and problematic hostiles.



Terror in the Field



Believe it or not, Soviet terror drones can infect the Shogun executioner, burrowing deep inside its metal exterior and steadily inflicting damage. It takes quite a while for terror drones to bring down the Goliath, but the only way to remove them is to issue repairs. Listen closely for infection alerts and monitor the Shogun's status carefully. There's no rush to complete your objectives here in Moscow, so don't place the executioner at needless risk. Pull the brute back to your Mecha Bay for repairs as needed.



NOTE

Infected units stagger about and give off yellow sparks—a clear sign that they're being torn apart from within.



The Shogun executioner heals up when jolted by Soviet Tesla weaponry. This won't rid the big guy of any terror drones, but it helps.

The VIP Bunkers



Capturing or destroying the first VIP bunker in the central north causes the

battlefield to expand northward and the conflict to escalate. Therefore, it's wise to not take out the bunker until after you annihilate all Soviets in your current view. The Shogun is a bit overzealous when it comes to smashing, so it's best to keep it far away from the VIP bunker until after you decimate the surrounding Soviet encampments, seized their ore mines, and built up formidable reserves.



Capture both VIP bunkers instead of destroying them to gain control over Soviet structures and complete a bonus objective.



Build a forward Mecha Bay or two prior to capturing the first VIP bunker to give your units a convenient place to heal up.



Employ the same tactics after taking the first bunker: Allow the Shogun executioner to lead the charge while lending it support in the form of artillery, Tengus, and chopper-VXs. The Soviets will begin sending Kirovs against your outposts at this point, so don't leave any of them unguarded; keep a squadron of Jet Tengus close to each one. Wipe out all trace of your rivals, rebuild your forces, then capture the second bunker.



Make sure you have lots of Jet Tengus and chopper-VXs in the sky before securing the second bunker—you'll need them for the final assault.



Don't forget about your support powers. The psionic decimator in particular can quickly cripple whole Soviet outposts.

Krukov's Fleet Arrives



The battlefield expands north once again after you capture or destroy the second VIP bunker, revealing the Soviet's primary headquarters. In addition, General Krukov advances several Soviet dreadnoughts into the region, which enter from the east and west canals. Send your executioner smashing northward, then quickly focus your attention on

sinking those dreadnoughts. Chopper-VXs can handle them quite well, as can any Shogun battleships you may have produced by this point.

Assault on the Kremlin



If you've taken your time and mustered your forces, little should stop you from decimating the remaining Soviet resistance. Have the Shogun executioner lay waste to their critical structures, eventually toppling the Kremlin to complete your primary objective.

Time's Up

Make sure you've got control of some Jet Tengus before crushing the Kremlin; a twinblade emerges from a hidden bunker beneath the rubble and quickly begins to flee with the Russian's time machine. The chopper moves fast, so immediately send your Tengus to intercept. Gun down the twinblade to end the Soviets' meddling and solidify the empire's glorious rise to power.



★ Amsterdam: The Last Red Blossom Trembled ★



THE ALLIES HAVE RALLIED THEIR REMNANT FORCES AND ARE INTENT ON DEFENDING THE FUTURETECH HEADQUARTERS HERE IN AMSTERDAM. YOUR ORDERS ARE TO RAZE THE ALLIED AIR BASE, DESTROY FUTURETECH HQ, AND ELIMINATE ANY FURTHER RESISTANCE YOU MAY ENCOUNTER. UNFORTUNATELY, THIS REGION'S AIRSPACE IS UNDER FIRM ALLIED CONTROL, AND YOU WILL INITIALLY NEED TO GET BY WITHOUT FLIGHT-CAPABLE FORCES. ONLY AFTER THE AIRSPACE HAS BEEN SECURED WILL THE IMPERIAL MINISTRY GRANT YOU FULL ACCESS TO THE EMPIRE'S AIRBORNE UNITS.

★ PRIMARY OBJECTIVES

1. Destroy the Allied advance base
2. Destroy the Allied air base
3. Destroy the Allies' final base
4. Destroy the FutureTech HQ

★ BONUS OBJECTIVES

1. Neutralize the proton colliders

★ AREAS OF INTEREST

1. Insertion point (your base)
2. Co-commander's base
3. Allied air base
4. Proton colliders
5. Final Allied base
6. FutureTech HQ

★ LEGEND

- Oil Derrick



Making an Entrance



Your forces arrive at the foot of the Allies' advance base directly following a devastating psionic decimator strike. Don't give the Allies a chance to regroup; set your army to Aggressive Stance and lay waste to your foes, clearing a site for your own encampment.



With the Allies' advance base destroyed, the empire delivers you an MCV and a wide array of nanocores. Quickly unpack your MCV and unfurl your ore refineries next to the ore mines. Next place your instant generators for power, followed by your nanoswarm hive, Mecha Bay, and instant dojo. Begin researching the Mecha Bay Upgrade the moment the structure's in place.

Digging in and Teching Up

The Allies will soon send ground forces against you, which will loop around from their northern air base, eventually assaulting your campsite from the east. Position your entire army to defend your eastern border, but keep them close to your Mecha Bay for repairs. Meanwhile, roll a docks core out of your construction yard, ordering it to unfurl in the waters near your ally's compound.



It won't be long before the Allies send bombers against your base. Pump a small group of striker-VXs out of your Mecha Bay after its upgrade completes, stationing them to guard your northern perimeter.



The Allies enjoy sending Athena cannons to ruin your day as well. Keep an eye on your radar and advance Yuriko and your tankbusters to quickly destroy inbound vehicles.



A strong naval presence will win you the day here at Amsterdam, so begin upgrading your Imperial docks the moment it unfurls. Simultaneously set down a nanotech mainframe so you may fully upgrade both your docks and your Mecha Bay. Don't bother producing any units or base defenses in the meantime; your initial army, backed



by your small squad of striker-VXs, should be more than enough to defend your outpost.

Assaulting the Air Base



After you've fully upgraded your Mecha Bay and Imperial docks, begin churning out Shogun battleships and wave-force artillery. You only need a handful of wave forces, but keep those Shoguns coming. Once you've got a few battleships, set them to Aggressive Stance and advance them northward, heading for the northwest canal. The idea is to put them within range of the Allied air base so they can obliterate its structures from the sea.

While your Shoguns are en route, also advance your wave forces toward the air base, led by your King Oni and Yuriko. Have your artillery obliterate any Athena cannons that come your way while your King Oni and Yuriko dismantle everything else. (Yuriko is also well suited to smashing Athenas.) Make a slow, calculated advance, obliterating base defenses and the like as you inch toward the air base.



TIP
Have Yuriko lay waste to any Allied aircraft that move to stop your advance.

Protection from Protons



The Allies are likely to have finished charging their proton colliders by the time your forces begin their advance. When you receive a special warning message from Imperial command, immediately center your view on your base and ready your nanoswarm hive for use. Ignore everything else that's occurring across the battlefield and

listen carefully for a message that a proton collider has been activated. Immediately scan your base for a blue signal beacon, and activate your nanoswarm hive at that site to nullify the Allies' devastating attack.



TIP
Save your progress when you receive the alert message from Imperial command. Then you can simply reload your game if the proton collider happens to hit.



CAUTION
The proton colliders will eventually rearm, so keep an eye on their countdown and be ready to again defend your base with the nanoswarm hive if necessary.

The Plot Thickens



The entire battlefield is thrown into chaos shortly after you thwart the proton collider strike. The Soviet's mad scientist—the man responsible for creating their time machine and, by extension, the Empire of the Rising Sun—is intent on correcting his mistake. After showering the Allies' base near the FutureTech HQ with orbital debris, the man advances an army of Soviet forces to take its place. Looks like the Russians aren't quite finished after all.

Pushing Onward



Destroying the Allied air base grants you the use of your flying units, which is a nice advantage. But by the time the air base is obliterated, you'll likely have a vast fleet of Shogun battleships at your command. Nothing that flies is a match for their raw firepower, so just keep advancing your warships through the canal (they can pass beneath its bridges). Loop them around to wipe out the Allies' final base, along with both of their proton colliders, ending a critical threat and completing a bonus objective in the process.



Since you can now take advantage of fliers, go ahead and queue up a host of Jet Tengus and sea-wings. They'll come in handy as you press your attack.



Leave your forward ground forces to defend the ore mines that were fueling the Allied air base, and advance a pair of refinery cores to set up camp there.

Meanwhile, continue driving your Shogun fleet northward, supporting them with sea-wings as they advance on the FutureTech HQ building.



Focus your Shoguns' fire on the FutureTech HQ the moment they arrive. The structure is super-hardened, but its health will gradually deteriorate as it suffers heavy fire. Thwart Soviet twinblades and the like with sea-wings while your Shoguns bombard their target.

No Future for FutureTech

Driven mad by what his meddling has wrought, the Soviet scientist unleashes a massive Superweapon strike against Amsterdam, annihilating much of the remaining Allied and Imperial forces. The battle isn't over yet, however; the emperor grants you his final group of elite warriors to help you see the job through. Set them all to Aggressive Stance and advance on the remaining Soviets, wiping them from your path.



This is the final showdown, so feel free to employ any support powers you've built up.



With the Russians' last line of defense beaten down, there's nothing left to stop you from destroying FutureTech and ensuring the empire's rise to power. Order your forces to destroy the building and secure your place in Imperial history.

MULTIPLAYER

Multiplayer *Command & Conquer* is back, and the vast amount of information found in this chapter will help you dominate the online competition. We begin with a look at the various modes and options, then move on to discuss basic and advanced multiplayer strategies. Faction-specific tactics then follow, in which we showcase each faction's greatest assets in a variety of common multiplayer scenarios—including some very nasty co-op strategies. There's plenty of ground for you to cover here, so you'd best start reading!

EA User Account Creation

Before you may begin your multiplayer *Red Alert 3* experience, you must first create an EA user ID. When prompted, enter your e-mail address, then choose a password and unique online ID. (Your e-mail address will never be visible to online competitors—just your online ID.) Once your account is all set up, you can browse for online matches, keep tabs on friends, and invite players to join you in Co-op battles and Versus battles.

★ Online Mode (PC) ★



Online login screen

Ready to take on the world? Choose "Versus" from the Main menu and then select "Online" to begin your search for online multiplayer matches. (Alternatively, you may simply click the ComLink Star, located in the upper-left corner of the Main menu.) Scan the available matches and select whichever one you like the best. If you'd prefer to set your own rules, you must create a skirmish. See the "Skirmish Mode" section for details.

★ Xbox Live (360) ★

Choose "Versus" from the Main menu, then select "Xbox Live" to begin your online quest for battlefield superiority. Live matches are a lot like skirmishes, except they're usually played against other human opponents. Here's a quick rundown on the various Live modes:

Quick Match: Tells the game to automatically search for online matches that are waiting on players and place you into one. Use this when you just want to get straight to the action.

Custom Match: Similar to Quick Match but you're able to set criteria for the type of match you wish to join. You can choose how many players you want to compete against, whether or not the match will be ranked, and so on. You're then placed into a game according to your preferences.

Create: If you demand ultimate control over the rules of engagement, your best bet is to create a game yourself and then wait for others to be placed in it. Play with the options and set up the match you prefer.



Xbox live match setup



★ Co-Op Campaign Mode (PC and 360) ★

You always have a friendly co-commander assisting you in every campaign mission. These valued allies are usually controlled by computer AI, but once you create an EA user account, you can invite real players to battle through Campaign mode with you; simply choose "Co-Op" instead of "Solo" when beginning any campaign stage. You can also become the co-commander if you like, hopping in to assist your friends. (You must be logged into your EA user account to receive co-op invites.)

★ Skirmish Mode (PC and 360) ★

Skirmishes are exciting battles played against one or more human or computer-controlled adversaries. From the Main menu, select "Versus," then "Skirmish" to access Skirmish mode. You do not need to be online or signed into your EA ID account to play skirmish matches, but if you are, others will be able to see and join your matches (assuming you leave some player slots open; keep them closed if you prefer privacy).

Your goal in any skirmish is simple: annihilate the opposition by destroying all of their units and structures. If you like, you can even place computer-controlled allies on your team, allowing you to participate in grand-scale offline wars. This makes Skirmish mode a fantastic way to test out your multiplayer tactics and sharpen your skills when you're unable to go online.



Skirmish mode: match setup

You have complete control over all aspects of a skirmish match. You choose which map to play on and determine what the basic rules will be, including how many initial resources each army will start with, and whether or not supply crates will appear about the map. You also get to choose how many computer allies and opponents will be involved in the battle, which faction they'll each use, and how difficult they'll be. If you select specific factions, you even get to choose their commanders from the game's unique cast of characters.

In addition, you may opt to leave player slots "open" when setting up a skirmish. Doing so will allow other online or networked players to view and join your match (assuming you're logged into your EA user account).

★ Network Mode (PC) ★

If you have two or more PCs connected through a local area network (LAN), you can use Network mode to play local matches with friends in the comfort of your home (or wherever it is you happen to be gaming). One player will need to set up a skirmish match and leave some player slots open for other networked players to join. The rest should choose "Versus" from the Main menu, then select "Network" to view and join the LAN skirmish.

AI Difficulties (PC and 360)

Here's a quick rundown of the various AI difficulty levels (applicable only to computer opponents):

Easy: Novice-level AI. Easily crushed by all but the most inexperienced of commanders (and even then ...).

Medium: Standard-level AI. You'll be challenged, but you should prevail without much fuss if you know what you're doing.

Hard: Advanced-level AI. Expect the enemy to pull out all the stops—without breaking any rules, of course.

Brutal: Expert-level AI. Your adversaries won't waste any time or make any mistakes, and they'll cheat—they gain more resources per ore load than the norm. Work to balance this out by securing additional funds early in the match and by countering your rivals' attempts at doing the same.

Moderated Games (PC and 360)

Each time you create your own game, you have the option of making it moderated. When "Moderated" is selected, you create a custom game, *but you do not actually play in it*. Rather, the game fills up with two other players who go on to fight it out. Meanwhile, you are free to watch both players and assess their strategies. Your voice input is disabled, so you can't influence the outcome of the game.

Moderated Games (PC and 360) (continued)

Here's the lowdown on Moderated games:

- On the PC, simply create a skirmish match, leave some player slots open for others to join (or designate AI forces if playing offline), and set your faction to the yellow "eye" icon. You then become a moderator, with no impact on the match at hand.
- On Xbox Live, moderated games are always unranked two-player affairs.

Moderated games are a truly excellent way of analyzing other players' strategies. As you watch, constantly ask yourself what you would normally be doing at this phase of the game—and notice how the other players do things differently. Best of all, the results of the game show you just how effective—or ineffective—each player's strategies were.

Use moderated games to get yourself up to speed on how multiplayer works or simply to learn new ideas. Either way, it's definitely a game mode you should try.

Ranked Matches (PC and 360)

When playing *Red Alert 3* online, you have the option to participate in either Ranked or Unranked multiplayer matches. Playing Ranked matches is the only way to increase your online rank and climb the *Red Alert 3* Leaderboard. Note that beating opponents of a higher rank than you helps you climb the Leaderboard with greater speed. Constantly challenging low-rank commanders won't make you climb very quickly, so get out there and challenge yourself!

★ Basic RTS Strategies ★

No matter which faction you play or which one you're battling against, there are several general strategies that will help you succeed when playing *Red Alert 3* online.

He Who Hesitates Is Lost

This is RTS Strategy 101: If you're not moving faster than your opponent, you're going to be overrun by superior numbers and advanced firepower. Everything occurs in real time in *Red Alert 3*, so every second counts. Never sit around pondering what to do next; move quickly and decisively, multitasking as much as possible. Ideally, the vast majority of your strategizing should be done before a competitive match even begins. Once the battle is under way, you should simply be executing your game plan without pause and reacting to your opponent's moves.



You should also never have too many funds in reserve. If you've always got plenty of spare cash, you're not building units and structures quickly enough. If your production queues are all tied up and you've got cash to spend, purchase some upgrades, repair your base, or employ some costly support powers. Or build additional unit-production structures so you can grow your army faster. Never sit still when you have resources to spend.





Knowledge Is Power

Fortifying your base and building up an army is all well and good, but how will you know what sorts of defense turrets and units to construct if you don't know what your opponent is up to? For this reason (and several others), it's wise to send scouts and other infantry about the battlefield as early as possible.



Every faction has at least one special scout unit, and these make for ideal early game battlefield explorers. This is because they're some of

the very first units you can deploy through the tech tree, they don't cost much, and they're quick to build. As you build up your base, send scouts to explore the battlefield, searching for additional ore mines to secure and neutral structures to capture with engineers.



Note

Scouts also have the ability to detect disguised units, breaking their disguise and revealing who they truly are to the army.

The following units are early infantry-class scouts:

Soviets: War bears

Allies: Attack dogs

Empire: Burst drones



Tip

Advance engineers to capture beneficial neutral structures as fast as you can, using scouts and other light recon units to defend the structure against recapture.

Also use scouts to examine your rival's base and learn its layout as quickly as possible. Search for weaknesses in its defenses and spot vulnerable structures—such as power plants—to destroy with forthcoming assault parties.

Also, be sure to view the types of units your opponent is constructing and adapt your game plan accordingly. For instance, do you notice two war factories? If

so, then it's a safe bet you'll be battling lots of vehicles. Armed with this knowledge, you can begin to favor antivehicle base defenses and focus on building armor-penetrating units.



Scouts aren't designed for base assaults, so it's wise to keep them away from your opponent's stronghold. Have a peek to see what they're up to, but don't get too close to those anti-infantry defenses.

Harass and Distract



As the match unfolds, start using light vehicles, naval units, or aircraft to explore the battlefield—they're faster and sturdier than infantry,

and most can even transport troops. More importantly, these units can be used to harass your rival's resource collectors—they aren't likely to destroy them, but any assault on an ore collector or prospector sends an audio alert to the unit's owner, and regular warnings like these are perfect ways to distract your foe.

The following units are well suited to early game harassment ops:

Soviets: Bullfrogs (loaded with flak troopers), sickles, stingrays, terror drones

Allies: Dolphins, multigunner IFVs (with javelin soldiers), riptide ACVs (with javelin soldiers), vindicators

Empire: Mecha Tengu/Jet Tengus, sudden transports (loaded with tankbusters), Yari minisubs



The Imperial army's Tengu units are fantastic early game harassment tools. Set them to Jet mode to cross the battlefield with exceptional speed, switching them back to Mecha mode to pepper those resource collectors. Should they start drawing too much attention, simply take flight and flee.



Once you've teched up a bit and gained access to second-tier units, you can add advanced units to your raiding parties, making them far more threatening.

Start by sending two or three such vehicles to strike at your rival's resource collectors, forcing your adversary to respond immediately or risk losing their income source. While doing this, continue to build up your army and climb your faction's tech tree back at base.



Destroying your rival's resource collectors is a fantastic achievement, but don't hesitate to retreat your vehicles if they encounter stiff opposition—a fleeing resource gatherer brings in just as much ore as a dead one, and you never want to sacrifice your units if you can avoid it.

The following units are ideal for early-to-mid game ore collector/prospector assaults:

Soviets: Akula subs, hammer tanks, twinblades

Allies: Cryocopters, guardian tanks, assault destroyers

Empire: Striker-VX/Chopper-VXs, tsunami tanks



Enemy base-expansion efforts are also prime targets for the aforementioned vehicles. Crafty commanders may try to establish auxiliary bases very early in a

match to quickly bring in extra resources, and this tactic can often secure a match's outcome when properly executed. Hampering your opponent's ability to acquire additional funds in this manner is a sound strategy, and the sooner you assault those auxiliary outposts, the easier they'll be to destroy.



All ore mines are shown on your radar as unique gray circles.

Above all, keep in mind that these early game assaults are only intended to hamper your opponent's progress and upset his game plan. Your primary objectives in the early stages of a battle are to build up your forces while securing key areas of the battlefield, such as neutral tech structures and ore mines. Don't overcommit to initial incursions against your rival, and don't leave your armored units alone to perish after issuing them an attack order. Retreat your vehicles to base for repairs as necessary, hoping to lure your rival's forces into giving chase—and subsequently crashing against your base defenses.



Always issue your vehicles the Reverse Move order when retreating from the enemy. This ensures that your vehicles' heavily armored front sides will remain facing their pursuers, reducing the impact of enemy return fire.

Control and Conquer

Battlefield dominance begins with a thorough knowledge of the conflict region and all of its traits. Knowing the unique layout of each battlefield allows you to formulate strategies in advance and act decisively throughout every war you wage there. Those who fight in unfamiliar territory against a knowledgeable opponent are at an immediate disadvantage, so study those maps and think things through before meeting your adversaries on the field.





Nearly every multiplayer battlefield features neutral tech structures that engineers can capture (and recapture). The effect of capturing these structures

varies depending on the facility, but they all bestow important benefits to your forces, providing you with significant advantages over your rivals. Neutral structures therefore become highly sought-after prizes that should be captured as quickly as possible and defended against hostile takeover or outright destruction.

Here are some of the most vital neutral structures to capture and secure:

Oil Derricks: These provide steady income, often at a rate of 15 funds per second. They also provide a one-time lump-sum bonus to the first army that captures them.

Garages: If you control a garage, all of your vehicles across the entire battlefield will automatically self-heal over time.

Hospitals: Similar to Garages, except these auto-heal all of your infantry instead of your vehicles.



We cover all of the various neutral tech structures near the end of the “factions” chapter. Refer to those sections for more info.

Other advantageous structures to seek out are various civilian buildings that infantry units can garrison. Holing your troops up inside of these neutral buildings provides them with superb protection, allowing them to fire on nearby threats without fear of being hit by return fire. Produce infantry in high volume when fighting in urban environments, and advance them to garrison as much of the city as possible.



Each faction has at least one unit capable of “clearing” structures that have been garrisoned by enemy infantry, quickly killing everyone inside without having to first destroy the structure. Make good use of (and watch out for) the following units, each of which posses the antigarrison trait:

Soviet conscripts (via Molotov Cocktails ability)

Allied peacekeepers (via entering the structure)

Imperial warriors (via entering the structure)



Think your boys are about to get hit by antigarrison hostiles? Give them a fighting chance by ordering them to evacuate.

Of course, the most vital areas to secure at any battlefield are ore mines. Establishing outposts at these sites in the early stages of a match is somewhat



risky, but it can pay huge dividends later on, as you’ll have access to twice as many resources as your foe. With tact, it’s possible to begin establishing an auxiliary outpost quite early—and daring commanders will often do just that.



See the following “Faction Tactics” section for insight on how each faction can establish early forward outposts.

Immediate base expansion isn’t for everyone, of course. Some commanders don’t like dividing their forces until they’re left with no other option. If you’re not keen on establishing an early outpost, consider instead setting down additional ore refineries near your ore mines to speed up your resource collection. This grants you the same basic benefits you get from securing a secondary income source: Your inflow of resources is substantially increased. However, you’ll chew through your initial ore

mine(s) in short order with this approach, and that may force you to venture out and secure additional ore mines later in the battle.



Sick of tying up your ore refineries/vehicle-production structures with the assembly of ore collectors/prospectors? Here's a sneaky trick: Construct an auxiliary ore refinery, then immediately sell the structure. This costs more funds up front than just building a collector, but you'll recoup your losses after the sale. Best of all, it takes the same amount of time to build a refinery as it does to crank out a collector (maybe just a bit longer for the Imperials), and you won't be tying up your production facilities in the meantime.

Base Construction 101

Haphazard base construction is a common mistake that's quickly exploited by veteran commanders. Fortunately, it's an easy problem to correct. The trick lies in training yourself to think about the environment first, then place your structures and base defenses accordingly. As the battle begins, consider which direction(s) your enemy is likely to attack from, then follow these basic guidelines:

Power generators should be placed near the rear of your base, farthest away from possible hostile entry points. These buildings are easily destroyed, and losing just one of them can cause a traumatic power outage.

Defense turrets should be positioned about your base's forward perimeter, providing even coverage against all unit types. Modify your defenses once you've determined which types of units your rival is likely to send against you.

Infantry-production facilities should be stationed in the middle of your base, a good distance from the perimeter. These structures are surprisingly fragile.

Vehicle-production facilities are best set near your base's forward perimeter, in the middle of your network of **Defense turrets**. These structures are quite sturdy and will automatically repair nearby vehicles, keeping your armored forces in good repair as they defend the front line. The exceptions are the **Soviets**, whose units receive repairs from their crusher crane (which should therefore be placed near the front-line perimeter, but not too close, as it often becomes a target).

Tech-advancement structures should be set near the rear of your base. While most of these structures are quite sturdy, they take time and money to build, and it really hurts to lose them. It's wise to keep an engineer at the

ready to repair these structures should they become the target of heavy fire.

Aircraft-production facilities are best kept near the rear of your base; these structures are favored targets, and any aircraft docked at them will be lost if the structure is destroyed.

These aren't hard-and-fast rules, mind you; some battlefields and scenarios will require subtle creative variations to the above guidelines. Keep these general rules in mind, but always look for ways to improve your base's layout.

Spread It Out or Keep It Tight?

Placing structures in relation to your rival's position on the battlefield is a fairly straightforward task, but deciding whether to keep your base tight or spread it out requires a bit more thought. Both options present their own advantages and disadvantages, and depending on the battlefield's size and shape—and your own unique style of command—you may find one option works better for you than the other.

The greatest advantage of a smaller, compact base is that it's much easier to defend compared to a sprawling layout. Each defense turret you



place is able to cover more ground at a compact base, and it takes less time for defending units to move and respond to attacks from various angles. On the other hand, a compact base design is extremely vulnerable to devastating AoE (area of effect) attacks, such as heavy bombardments and ultimate weapon strikes. Tight base design therefore favors rush-happy commanders who have no intention of allowing their rivals to bring such weaponry to bear.



By contrast, a sprawling base layout is harder to defend initially, as your defense turrets must be spread thin, and it takes longer for your units to react to assaults against multiple fronts. However, this base design has a greater rate of survival when later-game AoE and superweapon assaults are brought into play. In addition, spacing out your structures helps to increase



your ground control (for the Soviets and Allies), allowing you to place defense turrets across a larger portion of the battlefield; this can be a great way to conjoin your bases and outposts, securing whole regions of a map.

Base Defense

Your primary base and forward outposts will always be your opponents' primary targets, so establishing proper defenses is crucial. Defense turrets are the easiest and most effective ways to protect your base from enemy-raiding parties; they're quite powerful, easy to repair, and they're all accessed from the Support Structure queue—this means building them won't hamper your ability to place production structures, build mobile units, and advance along the tech tree. As long as you have funds to devote to base defense, you should be constructing and placing turrets about your base.



Until your scout vehicles have helped you to determine which sorts of units your adversary is favoring, it's best to begin with an even spread of defense turrets,

placing two or three in somewhat regular intervals along your base's forward perimeter. This helps ward off enemy attackers, allowing you to send the majority of your forces onto the battlefield to secure vital areas and pester your rival with hit-and-run assaults. It's generally best to begin with antisurface turrets, making sure your base's key structures—such as your ore refineries and power generators—are well covered. Wait a bit before adding antiair defenses; it takes some time for hostile aircraft to come at you.



The Allies can produce aircraft as quickly as they can deploy infantry. Definitely build antiair defenses when facing the Allies.



Base defenses are great at dispatching clear-and-present dangers, but they're unable to sense disguised units. Always make sure you have scouts on hand that can break enemy disguises, such as attack dogs, burst drones, and war bears.

As the battle unfolds, and as you send scouts to examine your opponent's base, you'll soon discover which types of units your adversary will be sending against you. Put this information to use and modify your base defenses accordingly. For example, if your adversary has a large aerial presence rather than vehicles, you might as well sell some of the antivehicle turrets you've built and devote those funds to placing additional antiair defenses.

Your vehicle-, naval-, and aircraft-production facilities are key elements in base defense as well. Each of these vehicle-producing structures automatically



patches up any damaged ships, vehicles, and aircraft stationed within their repair radius, helping to keep your forces in good shape as they defend your base from enemy incursions. Soviets are the exception: their crusher crane is the only structure they own that sports a repair radius, and it's much wider than their rivals'.



No matter how tight your base defenses may be, there's always a chance that something will go horribly wrong—this is war, after all. It's tough to predict

every move a cunning adversary will make, and you'll periodically find your base on the receiving end of some very nasty assaults. Keeping your cool during these times of crisis is what separates the good commanders from the great; the following tips will help you survive brutal base attacks:

1. Assess the situation. Determine which types of units you're up against, then quickly move the appropriate forces to combat them. Target the most threatening units first, such as long-range bombardment artillery and heavy bombers.
2. Immediately queue up reinforcements. Use all of your unit-producing facilities and favor lighter units that can be quickly deployed. Set rally points for your unit-production facilities so that new recruits automatically move where needed. Build engineers if necessary, using them to quickly repair key structures on the brink of destruction.

3. In the event of a power crisis, immediately begin constructing additional power generators. If money's tight, consider the drastic option of selling some of your base defenses; they all shut down when there isn't enough power, anyway. This will quickly reduce your base's energy demand and restore power to the turrets you manage to keep. Obviously, you'd want to begin with any defenses that wouldn't help you repel the current attack.
4. If your base is simply being overrun, consider employing defensive support powers, such as the Soviets' Iron Curtain or the empire's nanoswarm hive. Then call any field units back to base, having them target enemy forces the moment they arrive (particularly their artillery). They'll hit your rivals' vehicles from behind, doling out extra damage.
5. If your enemy has left his base largely undefended and you think your current base defenses can repel his incursion force, you may want to instead stage a counterassault against his base with your field units. A sizeable force may prompt your rival to break off his offensive and recall his units to his base.

Teching Up

Devoting resources to technological advancements is always wise. Tech-advancement structures and upgrades

grant you access to heavier, higher-tier units, which are far more valuable in many ways than lighter, cheaper arms. Many tech-advancement facilities also enable the use of high-end support powers; these can be used to assist your preexisting forces as you construct new, more powerful units.



However, early tech advancement can be risky, as investing heavily in technological upgrades consumes lots of resources and ties up

your structure-production queues. This hampers your ability to execute effective "early rush" tactics, such as constructing multiple unit-production facilities to pound your rival with waves of basic units in the early goings. Some commanders simply choose to purchase tech-advancement structures whenever they've got the funds to do so and nothing better to build. How you choose to invest in tech advancement is entirely up to you.

★ Faction Tactics ★

Now that we've covered the larger aspects of multiplayer warfare, let's discuss some of the unique strengths that each faction brings to the table given a variety of common online multiplayer and skirmish strategies.

Soviets

The Soviets are a great faction to start out with if you're just getting up to speed with multiplayer battles. They're very straightforward, relying on brute force to overwhelm their adversaries in the field. Many of their units have better health compared to their rivals, making them easier to keep alive and therefore easier to rank up. The trade-off is that Soviets don't have the same level of versatility found in the Allies and Empire of the Rising Sun's forces, unit abilities, and support powers.

Pros

- Overwhelming offense
- Simplistic approach to base construction and tech advancement

- Terror drones make amazing rushers
- Twinblades and hammer tanks can cripple enemy expansion efforts
- Artillery units' arcing rockets bypass walls and terrain obstacles

Cons

- No form of infiltrator unit
- No disguisable units, either
- Lack of overall versatility
- Air units take a long time to access
- Early expansion efforts are extremely risky



Scouting and Rushing



The Soviets' scout unit, the war bear, is swift, amphibious, and clears away a good deal of shroud wherever it goes. Once the Soviets build a war factory, they

can produce bullfrogs to cut down aircraft and help ferry their infantry about, capturing vital structures and staging early raids on enemy bases. (Bullfrogs can also be produced at the naval yard, which can be built just as fast as the war factory but comes at half the cost.) They can also build terror drones from the war factory right from the get-go; these are the bane of every resource collector, as they infect your rivals' harvester to prevent them from doing their job and force them to seek out immediate repairs.



NOTE
Though they hail from the war factory, terror drones are actually considered infantry by *Red Alert 3's* combat system and therefore need not fear antiarmor fire as much as bullfrogs and sickles.



TIP
Station a terror drone or two next to every ore mine your rivals are likely to expand to. Once infected, the expansion vehicles they send will be too far away from base to receive repairs.



Russian rushers become even more threatening once they set down a super-reactor. At that point, their energy concerns are largely over, and

more advanced units and structures become unlocked, including airfields. Hammer tanks and twinblades often follow in force, terrorizing enemy resource collectors and countering their expansion efforts with supreme efficiency. Twinblades are especially awesome, as they

can cut down infantry, ships, and vehicles equally fast, and their speed and ability to transport troops and lighter vehicles only adds to their usefulness.

Adding a battle lab unlocks the Reds' full array of units and technology, enabling the deployment of their long-range bombardment units—V4 rocket launchers and dreadnaughts. Kirov airships, the most fearsome aircraft in the sky, also become unlocked.

Soviet Expansion

The Russians' weakest link may be their inability to set up forward outposts as quickly as their peers (without shifting their primary Construction Yard, that is). This is because they must first deploy a war factory or naval yard before gaining access to their expansion unit, the Sputnik. If they want to rush out and claim new lands, the fastest way is by building a crusher crane from the start of a match, then packing up their construction yard and advancing their precious MCV to set up camp at the nearest ore mine. While their MCV's in transit, the Soviets can continue their primary base construction ops via the crusher crane. The drawbacks to this are their construction yard will now be out in the field, and therefore more vulnerable, and their ground control back at main base will be severely reduced.



CAUTION
Advancing your construction yard in this fashion places it at risk of being captured by enemy engineers right off the bat. If you receive an "enemy engineer detected" alert, immediately snap your view to your construction yard and pack it up into an MCV to prevent its capture. You may then attempt to crush the engineer. This is still a nuisance, however, as any structures that were in production at the construction yard will be canceled. Set up some base defenses pronto.

Defending Soviet Bases



The Soviets have some of the best base-defense options around. Their defense turrets are very straightforward, and each does its job exceptionally well. Their

Tesla coils are the most devastating advanced defenses in the game, able to become supercharged when powered by Tesla troopers, stingrays, or other nearby

Tesla coils. Though intended for base assaults, Soviet V4 rocket launchers can be protected just behind their fortress walls while still maintaining the ability to rain rockets down on encroaching foes. Their crusher crane's generous repair radius also takes the hassle out of fixing up their forces.



The Soviets' super-reactor causes a massive explosion when destroyed, so be sure it's well defended. If you cannot stop its destruction, sell the structure off to negate a horrific fallout.

Combating the Soviets

Your greatest advantage when battling the Russians is that enemy aircraft will not be a threat in the early goings. The Reds must build their super-reactor before they can lay down an airfield, and each of these structures takes a full 30 seconds to build. Many Soviet commanders will completely abandon the use of aerial forces due to this drawback, instead preferring to deploy masses of terror drones, hammer tanks, and eventually V4 rocket launchers and apocalypse tanks. Scouting is vital to know what your enemy's strategy will be, but rest assured that you'll need plenty of anti-infantry and antiarmor units and defenses.



Remember, terror drones count as infantry in this game's combat system. Keep your vehicles away from them and use anti-infantry fire to cut them down.

Allies

The Allies are a more advanced faction that offers the widest range of tactical options. Though most of their units are quite flimsy compared to the Soviets', many have cunning special abilities that enable the Allies to outwit and outmaneuver their foes. In short, these guys put the "S" in RTS warfare.

Pros

- Can deploy air units with tremendous speed
- Able to quickly establish forward outposts
- Structures are not vulnerable during production
- Vast array of tactical options and countermeasures
- Strong covert-ops abilities put forth by the spy

Cons

- Flimsy units
- Lackluster vehicle division
- Sheer number of tactical options can become overwhelming

Scouting and Rushing



The Allies' primary scout unit, the attack dog, is a bit faster than the Soviet's war bear, and it costs a bit less, but it has far less health. Otherwise, its

abilities are identical: an amphibious shroud-clearer that can maul infantry and break enemy disguises. However, the Allies may choose to build an air base far sooner than the Russians, filling the skies with aircraft faster than any other faction. Vindicators can therefore serve as fantastic early rushers, zipping above enemy airspace to deploy potent antisurface bombs. With a full squadron of vindicators and the Advanced Aeronautics upgrade purchased from within their Top-Secret Protocols, the Allies can wipe out rival power generators with each bombing run, making life difficult for their foes.



If you're fighting the Imperials, make their vulnerable nanocores your vindicator's primary targets. Just two vindicators can obliterate any nanocore your adversary rolls out of their construction yard, even without the Advanced Aeronautics upgrade. You've got to get them before they begin to unpack, though, or they'll become far tougher to destroy.



If you prefer to keep things on the ground, you'll find plenty of early rush strength in the Allies' riptide ACVs and multi-gunner IFVs, particularly when

infantry hop along for the ride. (IFVs paired with javelin soldiers make for particularly nasty harvester-assault crews.) Knock out those power-generators with vindicators, and let your troops do their worst.



Once the Heightened Clearance upgrade has been researched at their construction yard, the Allies gain access to cryocopters—awesome support

choppers that can freeze surface units and structures, incapacitating them almost instantly. Consider the potential mayhem: Rather than having to whittle down enemy base defenses, you can simply deactivate them. Or freeze their power generators to shut down all of their defenses at once. Or halt their resource collectors in their tracks. Possibilities abound.

Speaking of Heightened Clearance, this upgrade also unlocks spies at the boot camp. These guys can be real troublemakers, disguising themselves as enemy infantry and then slipping into their bases and outposts without raising so much as an eyebrow. Once inside, a spy can infiltrate enemy buildings to temporarily disable them; power generators are common targets, as this will deactivate all base defenses, facilitating forthcoming assaults. Worse, spies can use their Bribe ability to instantly place enemy units under Allied control, which can have drastic repercussions when used in the midst of a mounting strike force.

The Allies have many more tactics at their disposal, but these early rush maneuvers are some of the best, certain to keep their enemies from resting easy and settling into their game plan. Employ these harassment schemes to confuse your rival and mess with their head as you secure additional resources, advance in technology, and amass more conventional assault groups of tanks, heavy bombers, and artillery (which may then be deployed wherever you please with the use of the Allies' awesome chronosphere).

Allied Expansion

The Allies have an edge in the field of base expansion: Their ore-hoarding prospector serves as their expansion unit, meaning they can opt to advance the unit and secure new resources the moment they set down their very first ore refinery. They may then simply build another prospector at their ore refinery to resume fund collection. Allied outposts are also much stronger than the Soviets', owning four times the health. And because Allied

structures spend the majority of their build time within the production queue, they can have base defenses all set to deploy the moment their outpost unpacks. This clearly makes the Allies kings of base expansion.



Send a scout to guard your outposts as soon as possible. You may be able to place defense turrets with speed, but a disguised sudden transport can get close and deploy engineers to capture your outpost (and other structures) before your defenses can react.

Defending Allied Bases



Allied base defense is simplified by the use of their multigunner turret—a jack-of-all-trades defense tower whose attacks can be enhanced in a variety

of ways when different infantry units are garrisoned inside. The Allies' advanced spectrum tower is also quite powerful and becomes even more devastating when additional towers are placed in close proximity, feeding off one another for extra damage (though nothing quite like a supercharged Tesla coil). Athena cannon artillery units also make for great defenders, though they can't fire their weaponry over walls like the Soviets' V4 rocket launchers (they target on a horizontal); they can employ powerful Aegis Shields that persist for quite a while, recharge very fast, and completely nullify up to 2,000 points of damage—that's the exact amount of damage inflicted by most factions' ultimate weapon strikes at the very center of impact!



Refer to the Multigunner Turret and IFV sections in the Allies' portion of the "Factions" chapter for complete details on the attacks they both gain based on their occupants.

Combating the Allies

When faced with Allied aggression, the first thing you'll want to do is mount some form of antiair defense. Vindicators and cryocopters are certain to come your way, so quickly build flak cannons, troopers, and bullfrogs if you're playing as the Soviets, or build Mecha Tengu/Jet Tengus if you're using the Imperials. (Imperial Defender-VX turrets can counter aircraft when set to Airdestroyer mode, but it takes so long to unpack these defenses that there's little point in building them once Tengus become an option; they're the same cost, quicker to build, far more versatile, and likely to serve you well throughout the whole of the battle.) You'll also definitely want to have plenty of scouts to help ward off spies (surrounding your base with walls isn't a bad idea, either). Work at shutting down the Allies' versatile air force and you'll force them into a ground battle, which is not their strong suit. Thwart their early expansion efforts as you dominate them with superior armor divisions.

Empire of the Rising Sun

Free from the bonds of ground control, the Imperial army has the advantage of being able to go anywhere they please, setting up outposts where and when they decide. They also have some of the most versatile units in the game, able to change form as needed to thwart different threats or make themselves unacquirable to others. The empire's only glaring drawbacks are found in the amount of time it takes them to set down structures and advance in technology.

Pros

- Base expansion not restricted by ground control
- Flying scout unit
- Versatile combat units that can quickly transform, changing function as needed
- Disguisable troop transport
- Devastatingly powerful commando
- Unstoppable navy when fully tech'd up

Cons

- Slow to erect structures
- Nanocores are extremely vulnerable while in transit
- Technology advancement takes time
- Unit-production structures must each be upgraded individually

Scouting and Rushing



The empire employs the burst drone, which is the only flying scout in *Red Alert 3*. These units cost more to build and take longer to produce than Allied

attack dogs and Soviet war bears, but their incredible speed and mobility make them the best at what they do: scanning the battlefield for hostile activity. Hurry to build an Imperial docks or Mecha Bay and you'll gain access to sudden transports, which can disguise themselves as enemy ships or vehicles, ferrying Imperial warriors, engineers, and damage-doling tankbusters all about to secure key regions and harass enemy harvester. Mecha Tengu/Jet Tengus can be assembled at the Mecha Bay the moment it's in place, granting you access to incredibly useful antiair/anti-infantry/harvester-harassment squads.



Sneak a group of engineers into your rival's base via a disguised sudden transport, deploy them all, and then hit their Sprint ability to capture as many structures as you can. Get their construction yard and infantry-production facility and the battle's over—they'll be unable to build new structures or summon engineers to retake the ones you've stolen.



Unlike other factions' antiarmor infantry, tankbusters don't target aircraft—they're all about vehicle killin'. Drop off a few near your rival's resource gatherer and watch as they carve it down to size.



Tengus and transports are excellent at rushing and harassment, but they're unlikely to finish off your rival by themselves. The Imperial army's



real strength lies in their naval force, so depending on the battlefield, you'll likely want to forgo upgrading your Mecha Bay and instant dojo in favor of building and upgrading an Imperial docks. Pump out a handful of Yari minisubs the moment the docks are down, using these little sea scouts to defend your waters and thwart your rival's naval-production efforts. Keep building Tengus and tankbusters to defend your base and harass your rival all the while. With a small fleet of Yaris at your command, switch focus to upgrading your docks so you may produce Shogun battleships—the most devastating bombardment units around. (Don't bother building Naginata's unless you're locked in a fierce naval war; it's better to skip straight to the big guns.) Once you have access to Shoguns, devote all of your funds to churning them out, placing their rally point near your rival's base and setting each one to Aggressive Stance so they annihilate units and structures alike. Then simply support your warships with your remaining Jet Tengus and Yaris while advancing any infantry you have left to close in for the kill.

Expanding

Since ground control isn't a concern for the empire, you're free to roll refinery cores to every ore mine on the map as soon as you please. However, try not to go too crazy with this—remember what happened to those silly Romans. Expand too far, too fast, and you'll have a hard time defending it all. Still, it's wise to send a refinery core to set up at a nearby ore mine right from the beginning—one that's far enough away from your rival's base that it isn't likely to draw any attention. Since nanocores are extremely vulnerable while in transit, give a worthy escort to any refinery cores you advance down the road.



Nanocores can't be harmed by attack dogs or war bears, so there's no need to fear these scouts. Anything else is worthy of concern, however, and it may be best to unpack your refinery core if it falls under attack, regardless of its position—once a nanocore starts unpacking, it instantly gains the full health of the structure it's about to become. Even if your ore refinery is destroyed after its nanocore unpacks, at least you'll get an ore collector out of the deal!

Defending Imperial Bases



Imperial base defense can be tricky, as it takes an agonizingly long time for Imperial base defenses to unfurl. Therefore, it's often best to roll out a few defender cores at the start

of the match for basic perimeter defense, then forgo defense turrets entirely, instead filling that role with Tengus and tankbusters, which are more versatile and build much faster. Keep a burst drone or two about so you can sniff out disguised units if you're playing against the Allies or another Imperial force, but be careful: Wily Allied commanders may fill their air base's hangars with Apollo fighters instead of vindicators to cut down your burst drones—your only disguise-breaking scouts—and sneak in their spies.

Combating the Empire



Fighting the Imperials can be a real headache, as several of their units can transform at a whim to counter your moves in the field. But the one key advantage

other factions have over the empire is the speed at which they can tech up to their advanced units. Hasty tech advancement therefore becomes a vital strategy, so don't focus much on pestering them with raiding parties. (Their ore collectors can deploy antisurface machine guns, anyway.) Instead, strive to tech up as quickly as possible, primarily building first-tier anti-infantry/antiair units (such as Soviet sickles and bullfrogs, Allied riptides and IFVs, and Imperial Tengus) and second-tier antitank units (hammer/guardian/tsunami tanks) that can wear down their forces and eventually overwhelm their base.



Though you likely won't be able to stop the empire from establishing their first auxiliary ore refinery, you'll be able to smash the outpost shortly after you start rolling hammer, guardian, or tsunami tanks onto the field. Keep tabs with your scouts so you know how many tanks to send, and crush these income-generating outposts as soon as possible.

Co-op Tactics

You won't be fighting every online battle by yourself. Some of the most exhilarating multiplayer experiences come from working with other friendly commanders, together crushing your common enemies and seeing them driven before you on the field of war. Sound teamwork tactics are a must when it comes to co-op play; we'll get your mind going in the proper direction with a few general strategies before revealing some specific (and very nasty) cross-faction tactics.

Co-op Rush: Each player focuses on constructing a certain class of unit (infantry or vehicle). This allows the players to build two or three of their particular brand of unit-production facility, flooding the battlefield with troops.

Co-op Turtle/Steamroll: Both players spread out and fortify their bases, coordinating to "seal off" their portion of the map with sprawling base layout and ample defenses. With plenty of resources secured, the players then tech up as quickly as possible to crush their opponents with unstoppable arms and devastating superweapons.

Co-op Turtle/Rush: One player uses scouts and early harassment tactics to keep the enemy occupied while the other techs up as quickly as possible, bringing powerful vehicles and aircraft to the field with all speed.



TIP

When battling against two or more adversaries, it's often best to coordinate your assaults against each opponent in turn, working to immediately cripple and eliminate one of your foes. This swings the momentum in your team's favor—it'll only be a matter of time before you overwhelm the remaining enemy. The faction-specific co-op strategies that follow are tailored to this approach.

Soviets and Allies

Allies and Reds working together? Madness!

- Let each faction do what they do best: the Soviets should dominate the ground game while the Allies secure the skies.
- The Soviets should tech up to hammer tanks as soon as they're able, deploying terror drones to mess with enemy resource collectors in the meantime. Once hammer tanks are a go, build a second war factory and flood the field with hammers.
- The Allies should send their first prospector off to secure additional war funds, build a replacement prospector, set down two air bases, and build nothing but Apollo fighters and cryocopters.

- Apollos will defend the cryocopters while the cryos freeze base defenses and power generators, enabling the Soviets to decimate everything with a relentless hammer tank onslaught.

Soviets and the Empire

When the Imperials meet their makers, there's nowhere safe to hide.

- The Soviets should proceed to harass enemies with terror drones while teching up to hammer tanks; then they should build a second war factory to keep the tanks coming.
- The empire should immediately send refinery cores to set up camp at all nearby ore mines, securing additional funding; then build two Mecha Bays and crank out Tengus for anti-infantry/antiair support.
- Hammer tanks will decimate all ground forces while Tengus secure the skies, touching down to cut down infantry as needed.

Allies and the Empire

Coalitions between these two factions produce high-tech war machines that drive their foes crazy (and not in a good way).

- The Allies should build two air bases, filling one of the air base's hangars with vindicators before filling the next. This will allow them to simultaneously build lots and lots of cryocopters.
- The Imperials should send refinery cores to begin harvesting nearby ore mines while simultaneously building lots of Tengus to defend the Allies' cryocopters. Tengus and cryos should work together to harass rival expansion efforts and resource collectors, slowing enemy base development.
- If cryos manage to lock down a base, Tengus should land to obliterate structures while vindicators continue conducting bombing runs.
- Both factions should continue producing vindicators, cryocopters, and Tengus while the Imperials tech up to Shogun battleships and the Allies advance to Athena cannons and century bombers. Devastation ensues.

APPENDICES

★ Faction Comparison Charts ★

Here we provide quick-reference tables of hard stats and data on the many different units and structures featured in *Red Alert 3*. This info will help you quickly compare each faction's strengths and weaknesses—but none of it will be of much use if you can't understand it. So let's first review the meanings behind each table header.



The tables commonly use shorthand when referring to unit abilities. "TS" is the stingray's Tesla Surge, "BHA" is the assault destroyer's Black Hole Armor, and so on. An "H" indicates a status change when the unit gains enough Veterancy points to become Heroic. (See the introductory chapter's "Health Bars and Veterancy" section for further details.)

General Stats

Name: The unit or structure's name.

Ability: The name of the unit or structure's special ability (if any).

Amphibious: Indicates whether or not the unit can traverse both land and sea.

Cost: The amount of ore resources required to build the unit/structure.

Time: The amount of time it takes to build the unit/structure.

Energy: The amount of power used or provided by the structure (structure sections only).

Prerequisites: Informs you of the units or structures that must first be built before you may build the unit/structure.

Health: A relative value that indicates how much health the unit/structure has. The higher the number, the more damage the unit/structure can withstand before being destroyed.

Size: The relative size of a structure, used to tell how many Veterancy points are awarded to units when they destroy the structure (structure sections only; see the introductory chapter's "Health Bars and Veterancy" section for further details).

Small: 500 points

Medium: 1,500 points

Large: 4,500 points

Huge: 10,000 points

Speed: A relative value that indicates how fast the unit moves. The greater the number, the faster the unit travels (unit sections only).

Vision/Shroud: A pair of relative figures that indicate how far the unit/structure can see and how much battlefield shroud it clears away in a radius around it. The larger these values, the greater the vision/shroud clearing. By default, combat units/defensive structures will automatically fire on any hostiles that move within their view.

Crusher/Crushed: A pair of relative values that denote how effective the unit is at crushing other units and how susceptible it is to being crushed. The greater the first value, the better the unit is at crushing. The greater the second, the less likely it is to be crushed. (A unit's crusher level must be greater than its victim's crushed level in order to crush it. Unit sections only.)

Attack Stats

Attack Type: Indicates the class of weaponry the unit/structure wields: Gun, Auto-Cannon, Sniper, Melee, Rocket, Flak, Cannon, Prism, Tesla, Explosive, or Concussive. Every target has its strengths and weaknesses against the various forms of attacks; these are detailed in their Defense Stats tables.

Range: A relative figure that shows the effective range of the unit/structure's weaponry. Higher values mean the unit/structure can fire on targets from greater distances.

Damage: A relative value that indicates the power of each of the unit/structure's attacks. The higher the value, the more damage each attack can potentially inflict. Note that this value can be misleading at first glance, as it represents the damage of *each individual attack* (one round from a rapid-fire machine gun, etc). Also know that attack damage can be greatly marginalized when firing upon unfavorable targets.

AoE Radius: A relative figure that illustrates the AoE (area of effect) of the unit or structure's attacks. Higher values mean the attack covers a wider area. Most explosive attacks have an AoE impact—for example, damaging everything within range of the blast zone.

AoE Taper: A value that represents the minimum damage inflicted by AoE attacks at the outskirts of their AoE radius. Most (but not all) AoE attacks inflict their maximum damage at the center point of impact, with the damage "tapering off" to the value shown here as it approaches the outer edges of the AoE radius. A value of 0 indicates that the attack tapers off to 0 damage from the point of impact; an "N/A" in this field means the damage does not taper, but instead inflicts full damage across the entire AoE radius.

Suppression: A series of values (Amount, Radius, and Duration) that together illustrate an attack's suppression impact against infantry. Suppression is a cumulative effect, and infantry units will automatically become suppressed when the "Amount" of suppression they receive reaches 50. Suppression attacks have an AoE effect as well, impacting all infantry units within range of their "Radius." However, each attack's suppression effect fades after a brief time, represented by its "Duration" (in seconds). This means infantry must fall under sustained heavy fire before they'll succumb to suppression, an effect that causes them to crawl about on their bellies, temporarily boosting defense at a cost of movement speed and the ability to return fire.

Defense Stats

Gun: A percentage that shows how vulnerable the unit/structure's armor is to Gun-class attacks. Examples include pistols, machine guns, and other ballistic weaponry. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Auto-Cannon: A percentage that illustrates how vulnerable the unit/structure's armor is to Auto Cannon-class attacks. Examples include lighter, rapid-fire cannons like the ones employed by stationary defense turrets. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Sniper: A percentage that shows how vulnerable the unit/structure's armor is to Sniper-class attacks. Examples include sniper rifles and high-powered ballistic weaponry. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Melee: A percentage that shows how vulnerable the unit/structure's armor is to Melee-class attacks. Examples include animal mauling attacks and sword strikes. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Rocket: A percentage that reveals how vulnerable the unit/structure's armor is to Rocket-class attacks. Examples include missiles and RPGs (rocket-propelled grenades). A value of 100 percent means the unit/structure would suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Flak: A percentage that shows how vulnerable the unit/structure's armor is to Flak-class attacks. Examples include antiair fire designed to explode for midair AoE damage. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Cannon: A percentage that illustrates how vulnerable the unit/structure's armor is to Cannon-class attacks. Examples include heavy vehicle and tank cannons. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Prism: A percentage that shows how vulnerable the unit/structure's armor is to Prism-class attacks. Examples include focused, light-based weaponry unleashed by a few Allied forces. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Tesla: A percentage that shows how vulnerable the unit/structure's armor is to Tesla-class attacks. Examples include electrical discharges emitted by several Soviet forces. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Explosive: A percentage that shows how vulnerable the unit/structure's armor is to Explosive-class attacks. Examples include air-to-surface bombs and long-range bombardment attacks. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Concussive: A percentage that shows how vulnerable the unit/structure's armor is to Concussive-class attacks. Examples include underwater torpedoes, which can damage submerged vessels. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Radiation: A percentage that shows how vulnerable the unit/structure's armor is to Radiation-class attacks. Examples include lingering effects of toxins and the like. A value of 100 percent means the unit/structure will suffer the total potential damage from this form of attack. Lower values mean the unit is less susceptible.

Calculating Damage

It may seem complicated at first, but the math involved in *Red Alert 3*'s damage calculation is actually quite simple. Just take the attacking unit's weapon class and damage potential (found within the unit's Attacks Stats table), then cross-reference it against the appropriate armor rating and health of the defending unit (found within its Defense Stats table).

For example, a Soviet conscript firing on a fully exposed Allied engineer would inflict 6 points of damage with each bullet that lands. This is because the engineer's armor allows 150 percent of a Gun-class attack's potential damage to pass through, and the conscript happens to employ a Gun-class weapon that inflicts 4 points of damage with each shot (150 percent of 4 is 6). Considering the conscript's incredibly high rate of fire, that poor engineer isn't long for this world!

Soviet Production Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Airfield	Super-reactor	N/A	No	1,000	30 sec	-50	1,800	Large
Barracks	Construction yard	N/A	No	500	10 sec	-25	1,250	Medium
Battle Lab	Super-reactor	N/A	No	3,000	60 sec	-75	2,000	Large
Construction yard	MCV	Pack Up	No	5,000 (for MCV)	60 sec (for MCV)	+50	5,000	Huge
Crusher crane	Construction yard	N/A	No	1,500	20 sec	-50	1,500	Small
Naval yard	Ore refinery	N/A	No	1,000	20 sec	-50	3,200	Large
Ore refinery	Reactor	Ore Collector	No	2,000	20 sec	-50	2,500	Large
Reactor	Construction yard	N/A	No	800	10 sec	+100	1,000	Medium
Super-reactor	Ore refinery	N/A	No	2,000	30 sec	+500	4,000	Huge
War factory	Ore refinery	N/A	No	2,000	20 sec	-50	3,200	Large

Soviet Support Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Fortress wall	Construction yard	N/A	No	10	5 sec	N/A	300	N/A
Iron curtain	Super-reactor	N/A	No	3,000	30 sec	-75	5,000	Huge
Vacuum imploder	Battle lab	N/A	No	5,000	N/A	-75	5,000	Huge

Soviet Base Defenses (Support Structures)

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size	Vision/Shroud
Flak cannon	Reactor	N/A	No	800	20 sec	-25	2,000	Small	300/500
Sentry gun	Reactor	N/A	No	800	20 sec	-25	625	Small	300/500
Tesla coil	Super-reactor	N/A	No	1,500	30 sec	-75	2,000	Medium	350/500

Soviet Base Defenses (Support Structures)

Attack Stats

Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amit, Rad, Dur)
Flak cannon	Flak	300	25	20	0	N/A
Sentry gun	Auto-cannon	300	40 (20 vs. Infantry)	N/A	N/A	N/A
Tesla coil	Tesla	350	450 (900 if powered by a Tesla trooper, stingray, or another Tesla coil)	N/A	N/A	N/A

COMMAND & CONQUER® RED ALERT 3

PRIMA Official Game Guide

Soviet Other Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Battle bunker	Combat engineer		No	500		N/A	1,500	Small
Outpost	Sputnik	N/A	No	1,200 (for Sputnik)	20 sec (for Sputnik)	N/A	500	Small

Soviet Infantry Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Combat engineer	Barracks	Battle Bunker	Yes	500	10 sec	50	40	—/10	100/100
Conscript	Barracks	Molotov Cocktails	No	100	4 sec	100	50	—/10	200/500
Flak trooper	Barracks	Magnetic Mines	No	300	5 sec	100	50	—/10	200/500
Natasha	Battle lab	Pilot Snipe	Yes	2,000	30 sec	300	60	—/50	300/400
Tesla trooper	Super-reactor	EM Disruptors	No	750	10 sec	200	50	—/20	200/500
War bear	Barracks	Amplified Roar	Yes	225	2 sec	150	85	—/10	200/750

Soviet Infantry Units

Attack Stats

Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Combat engineer	Gun	100	50	N/A	N/A	N/A
Conscript	Gun (explosive for MC)	150 (60–200 for MC)	4 (15 for MC; 50 vs. garrisoned infantry for MC)	N/A (15 for MC)	N/A (5 for MC)	N/A
Flak trooper	Flak (cannon for MM)	175 (300 vs. aircraft; 20 for MM)	25 (200 for MM; 150 vs. structures for MM)	20 (10 for MM)	0	2, 20, 5 seconds
Natasha	Sniper	300 (500 for PS)	1,000	N/A	N/A	50, 30, 5 seconds
Tesla trooper	Tesla	125 (50 for EMD)	100	N/A	N/A	N/A
War bear	Melee	20 (100 radius for AR)	200	N/A	N/A	N/A

Soviet Infantry Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Combat engineer	100%	150%	100%	100%	20%	10%	20%	100%	1,000%	100%	N/A	100%
Conscript	100%	100%	100%	100%	20%	10%	20%	100%	1,000%	100%	N/A	100%
Flak trooper	150%	150%	100%	100%	10%	20%	10%	100%	1,000%	100%	N/A	100%
Natasha	100%	200%	12%	100%	20%	10%	25%	100%	1,000%	50%	N/A	100%
Tesla trooper	150%	150%	100%	100%	10%	10%	10%	100%	50%	100%	N/A	100%
War bear	150%	150%	100%	100%	25%	25%	25%	100%	1,000%	50%	N/A	100%

Soviet Vehicle Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Apocalypse tank	Battle lab	M-Harpoon	No	2,000	20 sec	3,000	50	30/31	200/500
Bullfrog	War factory or naval yard	Eject Passengers	Yes	900	10 sec	300	100	1/20	300/500
Hammer tank	Super-reactor	Leech Beam	No	1,000	10 sec	550	75	20/20	200/500
MCV	War factory or naval yard	Unpack	Yes	5,000	60 sec	5,000	50	30/31	200/500
Ore collector	War factory or naval yard	Reactive Armor	Yes	1,400	20 sec	500	50 (25 with RA)	20/20	200/500
Sickle	War factory	Flea Jump	No	900	10 sec	450	100	—/20	200/500
Sputnik	War factory or naval yard	Unpack	Yes	1,200	20 sec	500	50	20/20	200/250
Terror drone	War factory	Electro-Stasis Ray	Yes	600	5 sec	50	150 (125 in water)	—/30	100/500
V4 rocket launcher	Battle lab	Multi-Warheads	No	1,200	15 sec	400	50	20/20	500/500



Soviet Vehicle Units

Attack Stats

Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Apocalypse tank	Cannon	150 (300 for MH)	100 (125 H)	N/R (15 H)	N/R	N/R
Bullfrog	Flak	300 (1,000 for EP)	15	15	0	N/R
Hammer tank	Cannon	150 (300 for LB)	35 (20 per second for LB)	N/R	N/R	10, 20, 3 seconds
MCV	N/R	N/R	N/R	N/R	N/R	N/R
Ore collector	N/R	N/R	N/R	N/R	N/R	N/R
Sickle	Auto-cannon	150	5 per gun (80 for FJ)	N/R (50 for FJ)	N/R (40 for FJ)	N/R
Sputnik	N/R	N/R	N/R	N/R	N/R	N/R
Terror drone	Sniper (vs. infantry)/ explosive (vs. vehicles)	200/50	50/25	N/R	N/R	N/R
V4 rocket launcher	Explosive	200–500	500 (100 x 10 bombs for MW)	40 (25 per MW bomb)	0 (25 per MW bomb)	N/R (25, 20, 5 sec per MW bomb)

Soviet Vehicle Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Apocalypse tank	50%	25%	0%	0%	100%	150%	100%	100%	100%	250%	50%	5%
Bullfrog	50%	100%	0%	0%	100%	100%	125%	125%	125%	100%	100%	5%
Hammer tank	50%	25%	0%	0%	100%	100%	100%	100%	100%	100%	100%	5%
MCV	50%	100%	0%	0%	100%	100%	125%	125%	125%	100%	100%	5%
Ore collector	50%	100%	0%	0%	100%	100%	150%	150%	150%	100%	100%	5%
Sickle	50%	100%	0%	0%	100%	150%	170%	170%	170%	10%	N/R	5%
Sputnik	50%	100%	0%	0%	100%	100%	125%	125%	125%	100%	100%	5%
Terror drone	150%	200%	100%	0%	25%	25%	25%	25%	10,000%	75%	N/R	5%
V4 rocket launcher	50%	50%	0%	0%	100%	100%	125%	125%	125%	100%	100%	5%

Soviet Naval Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Akula sub	Super-reactor	Ultratorpedoes	No	1,800	20 sec	1,250	75	—/20	200/500
Dreadnought	Battle lab	Sacrifice Launchers	No	2,000	30 sec	1,500	50	—/30	750/500
Stingray	Naval yard	Tesla Surge	Yes	1,000	10 sec	360	100 (50 on land)	10/20	200/500

Soviet Naval Units

Attack Stats

Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Akula sub	Concussive	150 (100,000 for UT)	140 (400 for UT)	15 (20 for UT)	N/R	N/R
Dreadnought	Explosive	200–750	200	40	0	N/R
Stingray	Tesla	150 (175 radius for TS)	40 (200 for TS)	N/R	N/R	N/R

Soviet Naval Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Akula sub	50%	50%	0%	0%	100%	100%	50%	100%	100%	100%	50%	5%
Dreadnought	50%	50%	0%	0%	100%	100%	150%	150%	100%	100%	75%	5%
Stingray	50%	50%	0%	0%	100%	100%	150%	150%	100%	100%	75%	5%



COMMAND & CONQUER® RED ALERT 3

PRIMA Official Game Guide

Soviet Aircraft Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Kirov airship	Battle lab	Gastroburners	No	2,500	25 sec	6,000	30 (55 in GB mode)	N/A	150/500
MiG fighter	Airfield	Return to Base	No	1,000	10 sec	400	225 (337.5 in RTB mode)	N/A	400/500
Twinblade	Airfield	Evacuate Passengers	No	1,200	15 sec	600	150	N/A	200/500

Soviet Aircraft Units

Attack Stats

Name	Attack Type	Range	Damage	AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
Kirov airship	Explosive	5	400	50	0	N/A
MiG fighter	Flak	200	95	20	25	N/A
Twinblade	Rocket/Auto-Cannon	150/150	25/5	20/-	0/-	10, 20, 1 sec/8, 20, 3 sec

Soviet Aircraft Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Kirov airship	200%	100%	1%	0%	100%	100%	200%	N/A	N/A	75%	N/A	5%
MiG fighter	200%	100%	1%	0%	100%	100%	200%	N/A	N/A	75%	N/A	5%
Twinblade	200%	100%	1%	0%	100%	100%	200%	N/A	N/A	75%	N/A	5%

Soviet Support Powers

Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AOE Radius	AOE Taper	Cooldown	Notes
Iron curtain	N/A	Superweapon	N/A	None	20 sec	N/A	100	N/A	180 sec	Instantly kills all infantry in target area.
Vacuum imploder	N/A	Ultimate weapon	Explosive	None	8 sec	45 every .25 seconds (1,440 total)	300	15	360 sec	The Soviet's most devastating technological weapon.
Terror drone surprise	1-1	Vehicle upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	20% chance that a terror drone will appear each time a Soviet vehicle is destroyed.
Toxic corrosion	1-2	Makes target poisonous	Radiation	N/A	Target's life span	150 per second to target and victims	25	N/A	150 sec	Befoils a friendly vehicle, causing it to leak foul toxins that damage anything that touches them. Will eventually destroy the vehicle unless it receives repairs.
Orbital drop	1-3	Improvised bomb	Explosive	3 sec	N/A	300 per satellite; 200 per refuse	75 (satellite)/20 (refuse)	75 (satellite)/0 (refuse)	180 sec	Causes 3 small space satellites to plummet to earth, along with the remains of up to 3 enemy units that have been previously sucked up via magnetic satellite powers, inflicting widespread damage. Automatically destroys any aircraft in target zone.
Orbital dump	1-4	Improvised bomb	Explosive	6 sec	N/A	500 per satellite; 200 per refuse	125 (satellite)/20 (refuse)	125 (satellite)/0 (refuse)	240 sec	Causes 2 large space satellites to plummet to earth, along with the remains of up to 5 enemy units that have been previously sucked up via magnetic satellite powers, inflicting widespread damage. Automatically destroys any aircraft in target zone.
Orbital downpour	1-5	Improvised bomb	Explosive	9 sec	N/A	1,500 for the satellite; 200 per refuse	175 (satellite)/20 (refuse)	375 (satellite)/0 (refuse)	300 sec	Causes 1 giant space satellite to plummet to earth, along with the remains of up to 7 enemy units that have been previously sucked up via magnetic satellite powers, inflicting widespread damage. Automatically destroys any aircraft in target zone.



APPENDICES
Faction Comparison Charts

Soviet Support Powers

Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
Cash bounty	2-1	Insures units	N/A	None	30 sec	N/A	100	N/A	120 sec	Gives you 25% of the build cost of designated targets when they're destroyed.
Desolator airstrike	2-2	Poisons area	Radiation	7 sec	30 sec	300 per second	150	N/A	180 sec	Blankets target area in toxic waste that inflicts steady damage over time.
Desolator dual airstrike	2-3	Poisons area	Radiation	7 sec	30 sec	600 per second	150	N/A	180 sec	Blankets target area with a double dose of toxic waste that inflicts steady damage over time.
Desolator delta airstrike	2-4	Poisons area	Radiation	7 sec	30 sec	900 per second	150	N/A	180 sec	Blankets target area with a triple dose of toxic waste that inflicts steady damage over time.
Mass production	2-5	Economic upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Reduces all of your build costs by 25%, and 5% for all your allies.
Grinder treads	3-1	Vehicle upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Your vehicles gain 50% of the maximum health of each enemy they crush.
Magnetic satellite	3-2	Lifts vehicles away	Special	2 sec	5 sec	Insta-kill	30	N/A	120 sec	Spawns a movable tractor beam (speed 50) capable of sucking ships, vehicles, and Tesla troopers into space.
Supermagnetic satellite	3-3	Lifts vehicles away	Special	2 sec	10 sec	Insta-kill	40	N/A	150 sec	Spawns a movable tractor beam (speed 50) capable of sucking ships, vehicles, and Tesla troopers into space.
Ultramagnetic satellite	3-4	Lifts vehicles away	Special	2 sec	15 sec	Insta-kill	50	N/A	180 sec	Spawns a movable tractor beam (speed 50) capable of sucking ships, vehicles, and Tesla troopers into space.
Magnetic singularity	3-5	Disrupts mobility	N/A	3 sec	10 sec	N/A	100	N/A	120 sec	Spawns a black hole that sucks all vehicles and ships toward its center; disables all vehicles, ships, and structures; and kills all infantry. Useful for setting up direct-damage AoE strikes.

Allied Production Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Air base	Power plant	N/A	No	1,000	15 sec	-50	2,000	Large
Armor facility	Ore refinery	N/A	No	2,000	20 sec	-50	2,500	Large
Boot camp	Construction yard	N/A	No	500	10 sec	-25	1,000	Medium
Construction yard	MCV	Pack Up; Heightened/Max Clearance	No	5,000 (for MCV)	60 sec (for MCV)	+50	4,000	Huge
Defense bureau	Air base, ore refinery	N/A	No	1,500	10 sec	-75	2,000	Large
Ore refinery	Power plant	Prospector	No	2,000	20 sec	-50	2,000	Large
Power plant	Construction yard	N/A	No	800	10 sec	+100	1,000	Medium
Seaport	Ore refinery	N/A	No	1,000	20 sec	-50	2,500	Large

Allied Support Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Chronosphere	Air base	N/A	No	3,000	30 sec	-75	4,000	Huge
Fortress wall	Construction yard	N/A	No	10	5 sec	N/A	300	N/A
Proton collider	Defense bureau	N/A	No	5,000	30 sec	-75	4,000	Huge

Allied Base Defenses (Support Structures)

General Stats									
Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size	Vision/Shroud
Multigunner turret	Power plant	Evacuate Occupant	No	800	20 sec	-25	1,000	Small	300/500
Spectrum tower	Defense bureau, power plant	N/A	No	1,200	30 sec	-75	1,500	Medium	350/500

Allied Base Defenses (Support Structures)

Attack Stats						
Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Multigunner turret	Rocket	300	50 (25 vs. all tanks and assault destroyers; 250 vs. infantry)	10	N/A	10, 20, 1 sec/25, 10, 5 sec (alternating values)
Spectrum tower	Prism	350	300 (50% bonus when supported by another nearby spectrum tower; 600 damage cap)	N/A	N/A	10, 20, 3 seconds

Allied Other Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Command hub	Prospector	Heightened/Max Clearance	No	1,400 (for prospector)	20 sec (for prospector)	N/A	2,000	Small

Allied Infantry Units

General Stats									
Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Attack dog	Boot camp	Amplified Bark	Yes	200	2 sec	30	100 (75 in water)	-/10	200/750
Engineer	Boot camp	First-Aid Tent	Yes	500	10 sec	50	40	-/10	100/100
Javelin soldier	Boot camp	Laser-Guided Mode	No	400	5 sec	100	50	-/10	175/500
Peacekeeper	Boot camp	Riot Shield	No	200	5 sec	150	50 (25 in RS mode)	-/10	200/500
Spy	Heightened Clearance	Bribe	Yes	1,000	10 sec	75	50	-/10	200/500
Tanya	Max Clearance	Timebelt	Yes	2,000	30 sec	300	55	-/50	200/500

Allied Infantry Units

Attack Stats						
Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Attack dog	Melee	30 (100 radius for RB)	200	N/A	N/A	N/A
Engineer	N/A	N/A	N/A	N/A	N/A	N/A
Javelin soldier	Rocket	175 (300 vs. air; 50-250 in LG mode)	25 (40 in LG mode)	5	N/A	10, 20, 5 sec (2, 20, 3 sec in LG mode)
Peacekeeper	Gun	150	40	155	25	N/A
Spy	N/A	N/A (65 radius for Bribe)	N/A	N/A	N/A	N/A
Tanya	Sniper	140	100	N/A	N/A	25, 10, 5 seconds

Allied Infantry Units

Defense Stats												
Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Attack dog	150%	150%	100%	100%	10%	10%	10%	100%	1,000%	50%	N/A	100%
Engineer	150%	150%	100%	100%	20%	10%	20%	100%	1,000%	100%	N/A	100%
Javelin soldier	150%	150%	100%	100%	10%	20%	10%	100%	1,000%	100%	N/A	100%
Peacekeeper	100%/20%	150%/20%	100%/5%	100%/0%	20%/5%	10%/5%	20%/5%	100%/5%	1,000%/20%	100%/5,000%	N/A	100%/100%
Spy	100%	150%	100%	100%	20%	10%	20%	100%	1,000%	100%	N/A	100%
Tanya	100%	200%	12%	100%	20%	10%	25%	100%	1,000%	50%	N/A	100%

APPENDICES
Faction Comparison Charts

Allied Vehicle Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Athena cannon	Max Clearance	Regis Shield	No	1,400	20 sec	400	50	20/20	500/500
Guardian tank	Heightened Clearance	Target Painter	No	950	10 sec	480	80	20/20	200/500
MCV	Armor facility or seaport	Unpack	Yes	5,000	60 sec	5,000	50	30/31	200/500
Mirage tank	Max Clearance	Gap Generator	No	1,600	15 sec	500	80	20/20	200/500
Multigunner IFV	Armor facility	Evacuate Passengers	No	900	10 sec	360	120	—/20	200 (300 vs. air)/500
Prospector	Armor facility or seaport	Unpack	Yes	1,400	20 sec	500	50	20/20	200/500
Riptide ACV	Armor facility or seaport	Evacuate Passengers	Yes	900	10 sec	500	90	1/20	200/500

Allied Vehicle Units

Attack Stats

Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Athena cannon	Explosive	200-500	600	10 (50-200 for AS)	N/R	N/R
Guardian tank	Cannon	150 (300 in TP mode)	60	N/R	N/R	10, 20, 3 seconds
MCV	N/A	N/A	N/A	N/R	N/R	N/A
Mirage tank	Prism	125 (125 reflect; 150 H reflect #1; 75 H reflect #2)	200 (250 H; 25 reflect; 40 H reflect #1; 20 H reflect #2)	N/R	N/R	10, 20, 3 seconds
Multigunner IFV	Rocket	150 (300 vs. air)	10 (12.5 vs. peacekeepers; 25 vs. air)	5/10	0/0	10, 20, 1 sec/2, 20, 3 sec (alternating values)
Prospector	N/A	N/A	N/A	N/R	N/R	N/A
Riptide ACV	Auto-Cannon (land & water)/ concussive (water only)	150/150	8/40	N/A	N/R	N/A

Allied Vehicle Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Athena cannon	50%	50%	0%	0%	100%	100%	125%	125%	125%	100%	100%	5%
Guardian tank	50%	25%	0%	0%	100%	100%	100%	100%	100%	100%	100%	5%
MCV	50%	100%	0%	0%	100%	100%	125%	125%	125%	100%	100%	5%
Mirage tank	50%	25%	0%	0%	100%	100%	100%	100%	100%	100%	100%	5%
Multigunner IFV	50%	100%	0%	0%	100%	150%	170%	170%	170%	100%	N/R	5%
Prospector	50%	100%	0%	0%	100%	100%	150%	150%	150%	100%	100%	5%
Riptide ACV	50%	100%	0%	0%	100%	150%	170%	170%	170%	100%	N/R	5%

Allied Naval Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Aircraft carrier	Max Clearance	Blackout Missile	No	2,000	30 sec	1,500	60	—/30	1,000/500
Assault destroyer	Heightened Clearance	Back Hole Armor	Yes	1,800	20 sec	1,200	75 (50 on land)	30/31	200/500
Dolphin	Seaport	High Jump	No	750	10 sec	300	150	—/20	200/500
Hydrofoil	Seaport	Weapon Jammer	No	900	10 sec	400	125	—/20	300/500

Allied Naval Units

Attack Stats

Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Aircraft carrier	Explosive	200-1,000 (200-850 for BM)	150 (per drone missile)	15 (150 for BM)	0	10, 20, 1 second
Assault destroyer	Cannon	150 (200 radius for BHA)	120	N/R	N/R	10, 20, 3 seconds
Dolphin	Concussive	100	50	10 (line)	N/R	N/R
Hydrofoil	Auto-cannon	300 (same for WJ)	15	N/R	N/R	N/R

Allied Naval Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Aircraft carrier	50%	50%	0%	0%	100%	100%	150%	150%	100%	100%	75%	5%
Assault destroyer	50%	25%	0%	0%	100%	150%	100%	100%	100%	100%	50%	5%
Dolphin	20%	100%	N/A	0%	100%	200%	125%	75%	90%	100%	100%	100%
Hydrofoil	50%	50%	0%	0%	100%	100%	150%	150%	100%	100%	75%	5%

Allied Aircraft Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Apollo fighter	Air base	Return to Base	No	1,000	10 sec	500	250 (375 in RTB mode)	N/A	400/500
Century bomber	Max Clearance	Paradrop	No	2,000	20 sec	1,000	150	N/A	150/500
Cryocopter	Heightened Clearance	S.H.R.I.N.K. Beam	No	1,600	15 sec	750	150	N/A	300/500
Vindicator	Air base	Return to Base	No	1,200	15 sec	350	180 (270 in RTB mode)	N/A	150/500

Allied Aircraft Units

Attack Stats

Name	Attack Type	Range	Damage	AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
Apollo fighter	Auto-cannon	200	20	N/A	N/A	N/A
Century bomber	Explosive	50	250	25	0	N/A
Cryocopter	Special (freeze ray)	150 (300 for SB)	75 (N/A for SB)	N/A	N/A	N/A
Vindicator	Explosive	100	120 (33.6 vs. resource collectors; 90 vs. ore refineries and antiair ships/vehicles; 60 vs. commandos)	10	25	10, 20, 1 second

Allied Aircraft Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Apollo fighter	200%	100%	1%	0%	100%	100%	200%	N/A	N/A	75%	N/A	5%
Century bomber	100%	125%	1%	0%	100%	100%	100%	N/A	N/A	75%	N/A	5%
Cryocopter	200%	100%	1%	0%	100%	100%	200%	N/A	N/A	75%	N/A	5%
Vindicator	200%	100%	1%	0%	100%	100%	200%	N/A	N/A	75%	N/A	5%

Allied Support Powers

Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AOE Radius	AOE Taper	Cooldown	Notes
Chronosphere	N/A	Superweapon	N/A	N/A	N/A	N/A	100	N/A	180 sec	Instantly teleports selected units to any target location on the battlefield. Kills any infantry chosen for transport. Transported vehicles will crush any infantry they land atop.
Proton collider	N/A	Ultimate weapon	Explosive	N/A	N/A	400 per rod	250	200 per rod	360 sec	The Allies' most powerful technological weapon. Fires five rods at the target site, each one dealing immense damage.
Advanced aeronautics	I-1	Aircraft upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Increases ammo capacity and reload times for century bombers and vindicators; also increases all aircraft's health and shroud-clearing by 25%.
Surgical strike	I-2	Tactical bomb	Explosive	3 seconds	N/A	575 (431.25 vs. resource collectors)	50	N/A	120 sec	Deploys a single tactical bomb on target location.
Time bomb	I-3	Matter-transported ordnance	Explosive	7 seconds	N/A	750 (375 vs. resource collectors)	150	300	120 sec	Spawns a ticking time bomb that has 500 health and can be destroyed prior to detonation.



APPENDICES
Faction Comparison Charts

Allied Support Powers

Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
Deluxe time bomb	1-4	Matter-transported ordnance	Explosive	12 seconds	N/A	1,000	200	600	240 sec	Spawns a ticking time bomb that has 1,000 health and can be destroyed prior to detonation.
Supreme time bomb	1-5	Matter-transported ordnance	Explosive	22 seconds	N/A	1,500	250	900	360 sec	Spawns a ticking time bomb that has 2,000 health and can be destroyed prior to detonation.
Surveillance sweep	2-1	Field recon	N/R	N/A	Normal shroud clear	N/A	300	N/A	120 sec	Clears away shroud in a line with a 300 radius between two chosen locations.
Chrono rift	2-2	Banishes targets	N/R	5 seconds	15 sec	N/A	100	N/A	120 sec	Phases units and structures in target area out of existence for 10 seconds; targets fade back in for 5 seconds, during which time they cannot act but can be attacked.
Chrono chasm	2-3	Banishes targets	N/R	5 seconds	20 sec	N/A	150	N/A	120 sec	Phases units and structures in target area out of existence for 15 seconds; targets fade back in for 5 seconds, during which time they cannot act but can be attacked.
Chrono fissure	2-4	Banishes targets	N/R	5 seconds	25 sec	N/A	250	N/A	120 sec	Phases units and structures in target area out of existence for 20 seconds; targets fade back in for 5 seconds, during which time they cannot act but can be attacked.
Free trade	2-5	Economic upgrade	N/R	N/A	Permanent	N/A	Global	N/A	N/A	Increases your resource collectors' ore capacities by 25% and your allies' by 5%.
High technology	3-1	Support upgrade	N/R	N/A	Permanent	N/A	Global	N/A	N/A	Increases unit abilities: attack dog's Amplified Bark lasts 50% longer; guardian tank's Target Painter causes prey to suffer 100% more damage; aircraft carrier's Blackout Missile lasts 3 seconds longer; cryocopter freeze ray deals 100 damage and S.H.R.I.N.K. effect lasts 4 seconds longer.
Chrono swap	3-2	Switch positions	N/R	N/A	N/A	N/A	N/A	N/A	120 sec	Causes any two of your units to switch places. There's a 1-second "fade-in" time for every 250 range teleported.
Cryoshot	3-3	Freezes area	Special (Freeze)	3 seconds	4 sec	75 every .2 seconds (1,500 total)	65	25 every .2 seconds (500 total)	120 sec	Temporarily freezes all units and structures in target area for damage; frozen objects will shatter under any normal ballistic-type attacks.
Cryoblast	3-4	Freezes area	Special (Freeze)	3 seconds	6 sec	75 every .2 seconds (2,250 total)	100	25 every .2 seconds (750 total)	140 sec	Temporarily freezes all units and structures in target area for damage; frozen objects will shatter under any normal ballistic-type attacks.
Cryogeddon	3-5	Freezes area	Special (Freeze)	3 seconds	8 sec	75 every .2 seconds (3,000 total)	150	25 every .2 seconds (1,000 total)	180 sec	Temporarily freezes all units and structures in target area for damage; frozen objects will shatter under any normal ballistic-type attacks.

Imperial Production Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Construction yard	MCV	Pack Up	Yes	5,000 (for MCV)	60 sec (for MCV)	+50	4,000	Huge
Imperial docks	Ore refinery	Docks Upgrade/Breakthrough	Yes	1,000	4/18 sec	-50	2,500	Large
Instant dojo	Construction yard	Dojo Upgrade/Breakthrough	Yes	500	4/8 sec	-25	1,000	Medium
Instant generator	Construction yard	N/A	Yes	1,000	4/10 sec	+100	1,250	Medium
Mecha Bay	Ore refinery	Mecha Bay Upgrade/Breakthrough	Yes	2,000	4/16 sec	-50	2,500	Large

Imperial Production Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Nanotech mainframe	Ore refinery	N/A	Yes	3,000	4/16 sec	-75	2,000	Huge
Ore refinery	Instant generator	Ore Collector	Yes	2,500	4/20 sec	-55	2,000	Large

Imperial Support Structures

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size
Fortress wall	Construction yard	N/A	No	10	0/8 sec	N/A	300	N/A
Nanoswarm hive	Nanotech mainframe	N/A	Yes	3,000	4/26 sec	-75	4,000	Huge
Psionic decimator	Nanotech mainframe	N/A	Yes	5,000	4/26 sec	-75	4,000	Huge

Imperial Base Defenses (Support Structures)

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Energy	Health	Size	Vision/Shroud
Defender-VX	Ore refinery	Airdestroyer mode	Yes	800	4/30 sec	-25	1,000	Small	300/500
Wave-force tower	Instant generator, nanotech mainframe	Premature Discharge	Yes	1,400	5/40 sec	-75	1,500	Medium	350/500

Imperial Base Defenses (Support Structures)

Attack Stats

Name	Attack Type	Range	Damage		AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Defender-VX	Auto-cannon (rocket in AD mode)	300 (both modes)	15 (7.5 vs. infantry; 20 vs. air)		N/A	N/A	N/A
Wave-force tower	Explosive	350	350 (less with PD)		5 (wide)	N/A	N/A

Imperial Others

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Nanocore	Construction yard	Unpack	Yes	Varies	4 sec	400 (200 for defender core)	65 (60 for defender core)	20/20	100/200

Imperial Others

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Nanocore	100%	100%	0%	0%	150%	150%	150%	150%	150%	100%	N/A	5%

Imperial Infantry Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Burst drone	Instant dojo	Self-Destruct	No	300	5 sec	100	125	N/A	150/750
Engineer	Instant dojo	Sprint	Yes	500	10 sec	50	40 (80 during Sprint)	-10	100/100
Imperial warrior	Instant dojo	Banzai Charge	No	150	5 sec	160	50 (75 during BC)	-10	200/500
Rocket angel	Dojo Breakthrough	Paralysis Whip	No	900	10 sec	400	100	N/A	200/500
Shinobi	Dojo upgrade	Smoke Bomb	Yes	1,000	10 sec	200	75	-10	200/500
Tankbuster	Instant dojo	Spider Burrow	No	300	5 sec	100	50	-10 (N/A in SB)	200/500
Yuriko Omega	Dojo Breakthrough	Psychokinetic Burst	Yes	2,000	30 sec	350	70	-50	150/400

Imperial Infantry Units

Attack Stats

Name	Attack Type	Range	Damage		AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Burst drone	Special (Self-Destruct)	N/A	200 (150 vs. resource collectors)		20	0	N/A
Engineer	N/A	N/A	N/A		N/A	N/A	N/A



APPENDICES
Faction Comparison Charts

Imperial Infantry Units

Attack Stats

Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
Imperial warrior	Gun (melee for BC)	150 (50 for BC)	8 (300 for BC)	N/A	N/A	N/A
Rocket angel	Rocket	150 (250 for PW)	20 (0 for PW)	10	N/A	2, 20, 3 seconds
Shinobi	Sniper/melee	35-150/25	250/500	N/A	N/A	N/A
Tankbuster	Rocket (N/A in SB)	175	60	N/A	N/A	N/A
Yuriko Omega	Special (sniper for PB)	150 (wide radius around Yuriko for PB)	Rapidly drains target's health regardless of armor (500 for PB)	N/A (250 for PB)	N/A	N/A

Imperial Infantry Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Burst drone	200%	100%	1%	0%	100%	100%	200%	N/A	N/A	75%	N/A	N/A
Engineer	100%	150%	100%	100%	20%	10%	20%	100%	1,000%	100%	N/A	100%
Imperial warrior	100%/200%	150%/300%	100%/200%	100%/200%	20%/40%	10%/20%	20%/40%	100%/200%	1,000%/2,000%	100%/200%	N/A	100%/200%
Rocket angel	200%	100%	1%	0%	100%	100%	200%	N/A	N/A	75%	N/A	N/A
Shinobi	100%	150%	100%	100%	20%	10%	20%	100%	1,000%	100%	N/A	100%
Tankbuster	150%/25%	150%/50%	100%/5%	100%/0%	10%/5%	20%/5%	10%/5%	10%/5%	100%/5%	1,000%/5%	N/A (100% in SB)	100%/100%
Yuriko Omega	100%	200%	12%	100%	20%	10%	25%	100%	1,000%	50%	N/A	100%

Imperial Vehicle Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
King Oni	Mecha Bay Breakthrough	Bull Rush	No	2,000	20 sec	2,250	65 (130 during BR)	20/30 (20/31 during BR)	200/500
MCV	Mecha Bay or Imperial docks	Unpack	Yes	5,000	60 sec	5,000	40	30/31	100/500
Mecha Tengu/Jet Tengu	Mecha Bay	Jet Mode/Mecha Mode	Yes	800	10 sec	350/350	100 (80 in water)/200	—/20 (N/A in JM)	200/500 (same in JM)
Ore collector	Mecha Bay or Imperial docks	Security System	Yes	1,400	20 sec	500	50	20/20	200/500
Striker-VX/Chopper-VX	Mecha Bay upgrade	Chopper Mode/Striker Mode	No	1,200	10 sec	400/300	85/120	10/20 (N/A in CM)	300/500 (200/500 in CM)
Sudden transport	Mecha Bay	Evacuate Passengers	Yes	500	5 sec	400	100	—/20	200/500
Tsunami tank	Mecha Bay upgrade	Nanodeflectors	Yes	1,000	10 sec	380	75 (93.75 with ND)	20/20	200/500
Wave-force artillery	Mecha Bay Breakthrough	Premature Discharge	No	1,800	15 sec	500	60	—/20	500/500

Imperial Vehicle Units

Attack Stats

Name	Attack Type	Range	Damage	AoE Radius	AoE Taper	Suppression (Amt, Rad, Dur)
King Oni	Explosive (same for BR)	150 (50-300 for BR)	175 (500 for BR)	N/A (5 during BR)	N/A	N/A
MCV	N/A	N/A	N/A	N/A	N/A	N/A
Mecha Tengu/Jet Tengu	Auto-cannon (both modes)	150/200	4/15 (7.5 vs. MiG and Apollo fighters)	N/A (both modes)	N/A (both modes)	N/A (both modes)
Ore collector	Gun (SS mode only)	150	4	N/A	N/A	N/A
Striker-VX/Chopper-VX	Rocket (both modes)	300/150	25 (both modes; 6.25 vs. resource collectors)	20 (both modes)	N/A (both modes)	N/A (both modes)
Sudden transport	N/A	N/A	N/A	N/A	N/A	N/A
Tsunami tank	Cannon	150	20	N/A	N/A	10, 20, 3 seconds
Wave-force artillery	Explosive	200-500	750 (less with PD)	5 wide, 50 overshoot	N/A	N/A

COMMAND & CONQUER® RED ALERT 3

PRIMA Official Game Guide

Imperial Vehicle Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
King Oni	50%	25%	0%	0%	100%	150%	100%	100%	100%	250%	50%	5%
MCV	50%	100%	0%	0%	100%	100%	125%	125%	125%	100%	100%	5%
Mecha Tengu/Jet Tengu	50%/100%	50%/100%	100%/100%	0%/1%	0%/0%	100%/100%	150%/100%	170%/100%	170% (N/A for JM)	100% (N/A for JM)	N/A (both modes)	5%/5%
Ore collector	50%	100%	0%	0%	100%	100%	150%	150%	150%	100%	100%	5%
Striker-VX/Chopper-VX	50%/200%	100%/100%	0%/1%	0%/0%	100%/100%	100%/100%	125%/200%	125% (N/A for CM)	125% (N/A for CM)	100%/75%	100% (N/A for CM)	5%/5%
Sudden transport	50%	50%	0%	0%	150%	150%	150%	150%	150%	100%	N/A	5%
Tsunami tank	50%/25%	25%/25%	0%/0%	0%/0%	100%/50%	100%/50%	100%/50%	100%/50%	100%/50%	100%/50%	100%/0%	5%/5%
Wave-force artillery	50%	50%	0%	0%	100%	100%	125%	125%	125%	100%	100%	5%

Imperial Naval Units

General Stats

Name	Prerequisites	Ability	Amphibious	Cost	Time	Health	Speed	Crusher/Crushed	Vision/Shroud
Naginata cruiser	Docks upgrade	Torpedo Type-S	No	1,800	18 sec	1,400	85	—/20	200/500
Sea-wing/sky-wing	Docks upgrade	Air Emerge/Sea Submerge	No	1,100	11 sec	400/400	125/150	N/A (both modes)	300/500 (200/500 in SkyW)
Shogun battleship	Docks Breakthrough	Ramming Speed	No	2,200	22 sec	2,000	70	—/30 (40/30 during RS)	750/500
Yari minisub	Imperial docks	Last Voyage	No	800	10 sec	400	125 (187.5 during LV)	—/20	200/500

Imperial Naval Units

Attack Stats

Name	Attack Type	Range	Damage	AOE Radius	AOE Taper	Suppression (Amt, Rad, Dur)
Naginata cruiser	Concussive (same for TTS)	150 (1,000 for TTS)	60 (300 per torpedo for TTS)	10 (15 for TTS)	N/A (same for TTS)	N/A (same for TTS)
Sea-wing/sky-wing	Rocket/auto-cannon	300/200	25/5 (2.5 vs. resource collectors and ore refineries)	N/A (both modes)	N/A (both modes)	N/A (both modes)
Shogun battleship	Explosive	200–750	150	15	0	100, 100, 5 seconds
Yari minisub	Concussive (explosive for LV)	150 (up to 300 for LV)	50 (500 for LV; 250 vs. resource collectors for LV)	N/A (25 for LV)	N/A	N/A

Imperial Naval Units

Defense Stats

Name	Gun	Auto-Cannon	Sniper	Melee	Rocket	Flak	Cannon	Prism	Tesla	Explosive	Concussive	Radiation
Naginata cruiser	50%	50%	0%	0%	100%	100%	50%	100%	100%	100%	50%	5%
Sea-wing/sky-wing	50%/200%	50%/100%	0%/1%	0%/0%	100%/100%	100%/100%	150%/200%	150% (N/A for SkyW)	100% (N/A for SkyW)	100%/75%	75% (N/A for SkyW)	5%/5%
Shogun battleship	50%	50%	0%	0%	100%	100%	150%	150%	150%	100%	75%	5%
Yari minisub	50%	50%	0%	0%	100%	100%	150%	150%	150%	100%	75%	5%

Allied Support Powers

Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AOE Radius	AOE Taper	Cooldown	Notes
Nanoswarm hive	N/A	Superweapon	N/A	N/A	20 sec	N/A	200	N/A	180 sec	Spawns a large force-field bubble that surrounds targets, shielding them from outside harm. Nothing can enter or exit, but units inside can move and attack (though no abilities can be activated).
Psionic decimator	N/A	Ultimate weapon	Explosive	N/A	N/A	2,000	300	N/A	360	The empire's ultimate technological weapon. Instantly inflicts massive damage to target area.



Allied Support Powers

Name	Protocol Tier	Function	Attack Type	Delay	Duration	Damage	AoE Radius	AoE Taper	Cooldown	Notes
Fortified fleet	1-1	Navy upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	All naval units gain 25% increase to movement speed, armor, and shroud clearing.
Point-defense drones	1-2	Protect targets	N/A	N/A	Semipermanent	N/A	100	N/A	120 sec	Bestows a point-defense drone to each ship or vehicle in target area; drones intercept all incoming attacks until destroyed. Drones have 200 health and take 100% damage from all forms of attack.
Final squadron	1-3	Swarm bombardment	Explosive/cannon	N/A	N/A	250 per plane (125 vs. resource collectors)/5 per bullet	100	50	120 sec	Causes a wing of 5 fighter jets to suicide-dive into target zone, firing cannons before crashing for explosive damage. Jets have 500 health and can be shot down en route.
Final squadron X	1-4	Swarm bombardment	Explosive/cannon	N/A	N/A	250 per plane (125 vs. resource collectors)/5 per bullet	150	50	120 sec	Causes a wing of 8 fighter jets to suicide-dive into target zone, firing cannons before crashing for explosive damage. Jets have 500 health and can be shot down en route.
Final squadron omega	1-5	Swarm bombardment	Explosive/cannon	N/A	N/A	250 per plane (125 vs. resource collectors)/5 per bullet	200	50	120 sec	Causes a wing of 12 fighter jets to suicide-dive into target zone, firing cannons before crashing for explosive damage. Jets have 500 health and can be shot down en route.
Honorable discharge	2-1	Self-Destruct upgrade	Explosive	N/A	Permanent	200	50	100	N/A	Rigs all of your vehicles to explode when destroyed. Also increases Yari minisub's Last Voyage damage to 650 and burst drone's Self-Destruct damage to 250.
Emperor's Rage	2-2	Fortifies targets	N/A	N/A	30 sec	N/A	100	N/A	120 sec	Selected units' movement speed is reduced to 75% while rate of fire is increased by 125%.
Emperor's Revenge	2-3	Fortifies targets	N/A	N/A	40 sec	N/A	150	N/A	120 sec	Selected units' movement speed is reduced to 50% while rate of fire is increased by 150%.
Emperor's Retribution	2-4	Fortifies targets	N/A	N/A	60 sec	N/A	200	N/A	120 sec	Selected units' movement speed is reduced to 25% while rate of fire is increased by 175%.
Robotic Assembly	2-5	Production upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	All your build times are reduced by 25%; your allies' build times are reduced by 5%.
Advanced Rocket Pods	3-1	Weapon upgrade	N/A	N/A	Permanent	N/A	Global	N/A	N/A	Boosts rate of fire for all rocket angels, sea-wings, and Striker-VXs/Chopper-VXs.
Sleeper Ambush	3-2	Tankbuster strike	N/A	10-second fade-in	N/A	N/A	50	N/A	210 sec	Spawns 5 tankbusters at target area; slight "fade-in" time before they're usable.
Balloon Bombs	3-3	Slow-falling ordnance	Explosive	N/A	N/A	150 per balloon (75 vs. resource collectors)	50	N/A	150 sec	Drops 6 slow-moving guidable balloon bombs within 200 radius of target area. Balloons have 1,000 health and can be destroyed before impact.
Balloon Bomb Blowout	3-4	Slow-falling ordnance	Explosive	N/A	N/A	150 per balloon (75 vs. resource collectors)	50	N/A	150 sec	Drops 10 slow-moving guidable balloon bombs within 200 radius of target area. Balloons have 1,000 health and can be destroyed before impact.
Balloon Bomb Barrage	3-5	Slow-falling ordnance	Explosive	N/A	N/A	150 per balloon (75 vs. resource collectors)	50	N/A	150 sec	Drops 14 slow-moving, guidable balloon bombs within 200 radius of target area. Balloons have 1,000 health and can be destroyed before impact.

★ Xbox 360 Achievements ★

The following tables outline all of *Red Alert 3*'s Xbox Achievements, along with their completion requirements and associated Gamerscore point values. Basic tips are also provided to help you meet any goals that aren't simply based on Campaign progression (refer to the walkthrough if you need help with those). Get out there and show 'em what you've got, Commander!

Xbox Achievements (Progression-Based)

Achievement	Point Value	Requirement
The Shrike and the Thorn	10	Complete Soviet mission 1 on any difficulty level
Circus of Treachery	10	Complete Soviet mission 2 on any difficulty level
Taking Back Ice-Harbor	10	Complete Soviet mission 3 on any difficulty level
March of the Red Army	10	Complete Soviet mission 4 on any difficulty level
The Science of War	10	Complete Soviet mission 5 on any difficulty level
No Traitors Tomorrow	20	Complete Soviet mission 6 on any difficulty level
To Tame a Living God	20	Complete Soviet mission 7 on any difficulty level
The Stone-Faced Witnesses	20	Complete Soviet mission 8 on any difficulty level
Blight on the Big Apple	20	Complete Soviet mission 9 on any difficulty level
Ride of the Red Menace	10	Complete Allies mission 1 on any difficulty level
The Shark and the Lure	10	Complete Allies mission 2 on any difficulty level
The Famous Liberation	10	Complete Allies mission 3 on any difficulty level
Enemy of Our Enemy	10	Complete Allies mission 4 on any difficulty level
The Unfathomable Fortress	10	Complete Allies mission 5 on any difficulty level
A Monument to Madness	20	Complete Allies mission 6 on any difficulty level
Forever Sets the Sun	20	Complete Allies mission 7 on any difficulty level
The Great Bear Trap	20	Complete Allies mission 8 on any difficulty level
The Moon Shall Never Have Them	20	Complete Allies mission 9 on any difficulty level
The Death of Father Frost	10	Complete Empire of the Rising Sun mission 1 on any difficulty level
To Conquer Shattered Spirits	10	Complete Empire of the Rising Sun mission 2 on any difficulty level
Behold the Shogun's Executioner	10	Complete Empire of the Rising Sun mission 3 on any difficulty level
Graveyard of a Foolish Fleet	10	Complete Empire of the Rising Sun mission 4 on any difficulty level
Assault on the Black Tortoise	10	Complete Empire of the Rising Sun mission 5 on any difficulty level
Rage of the Black Tortoise	20	Complete Empire of the Rising Sun mission 6 on any difficulty level
Barbarians at the Bay	20	Complete Empire of the Rising Sun mission 7 on any difficulty level
Crumble, Kremlin, Crumble	20	Complete Empire of the Rising Sun mission 8 on any difficulty level
The Last Red Blossom Trembled	20	Complete Empire of the Rising Sun mission 9 on any difficulty level
Conscript	10	Complete all lessons in the tutorial
Tempus Fugit	30	Complete all campaigns on Medium difficulty level
Master and Commander	50	Complete all campaigns on Hard difficulty level (also unlocks Tempus Fugit achievement)
The Cleaner	30	Complete all bonus objectives in the Soviet campaign
The Closer	30	Complete all bonus objectives in the Allies campaign
The Conqueror	30	Complete all bonus objectives in the Empire of the Rising Sun campaign
Tag Team	20	Complete 9 different online Co-op Campaign missions
Dynamic Duo	30	Complete 18 different online Co-op Campaign missions
Twin Tigers	40	Complete 27 different online Co-op Campaign missions





Xbox Achievements (Non-Progression Based)

Achievement	Point Value	Requirement	Tips
Checkmate	40	Defeat a brutal-difficulty skirmish opponent on a 2-player map	Pick a map that puts your army at an advantage and your opponent's at a disadvantage. Tough-to-navigate terrain favors the Allies, for example, as they can build up a fast air force. Your opponent will also gather resources faster than you (they get more with each load on Brutal), so counter this by expanding early and preventing them from doing the same.
Hell March	30	Win battles on all original maps vs. skirmish opponents (Medium or greater difficulty)	Choose Medium difficulty and give yourself two friendly allies, teaming up against (and greatly outnumbering) a common foe.
Sole Survivor	30	Win on 2-player maps vs. all 9 skirmish opponents (Medium or greater difficulty)	Choose Medium difficulty, then pick your favorite faction and map (since the only map requirement is that it be 2-player). Match your map up to your faction's strengths. (For example, if you like the Imperials, make sure there's plenty of water so you can exploit their exceptional Shogun battleships.)
Against All Odds	40	Win on a 4-player map vs. a team of 3 skirmish opponents (Medium or greater difficulty)	Definitely choose Medium difficulty, as you'll be vastly outnumbered. Employ rush tactics to eliminate your closest rival, striving to overtake their lands ASAP to balance things out. Then turtle up as you muster forces, eventually moving to destroy your second adversary, and then the third. Make good use of support powers.
Short Work	20	Win a battle in less than 5 minutes vs. a skirmish opponent (Medium or greater difficulty)	Go with Medium difficulty and employ rush tactics to overtake your rival with all speed. The Allies' quick-to-deploy air force is a good bet, as is a classic transport/engineer rush (the Imperial's sudden transport can disguise itself, making it a prime choice.)
Day of Judgment	20	Destroy 30 enemy targets with an ultimate weapon attack in a ranked online match or skirmish	Since there's no difficulty requirement, simply choose a 1-on-1 skirmish against an easy foe. Tech up to your faction's ultimate weapon, and while it's charging, harass your foe, destroying all of their unit-production facilities except their infantry-production site. Build lots of whichever of your faction's units can paralyze enemies (cryocopters, rocket angels, or terror drones), and use them to immobilize each infantry unit your rival pumps out. When you count 30 or more, unleash your ultimate weapon and enjoy the show.
Girl's Best Friend	20	Kill 25 enemy targets in 1 minute with a commando in a ranked online match or skirmish	Repeat the same tactics as above, but send in your faction's commando unit instead of using their ultimate weapon.
Meat Grinder	20	Crush 20 enemy units in a ranked online match or skirmish (Medium or greater difficulty)	Repeat the same tactics detailed under Day of Judgment (you'll need to be on Medium difficulty), but send in your faction's heaviest vehicle units. Make with the squashing.
Sword Saint	20	Cut down 15 enemy units with sword attacks in a ranked online match or skirmish	Repeat the same tactics detailed under Day of Judgment, but make sure you're using the Imperials. Build Imperial warriors or Shinobi, using their melee attacks (the Banzai Charge, in the Imperial warrior's case) to slash and destroy.
High Speed, Low Drag	20	Arm 10 multigunner IFVs with different weapons in a ranked online match or skirmish	Challenge an easy skirmish opponent, play as the Allies, and give yourself a Soviet and Imperial teammate. Build one of each Allied infantry unit and load them into multigunners, then send multigunners to your teammates' bases, inviting them to load infantry as well.
Bloodsucker	20	Leech 7 different enemy weapons using hammer tanks in a ranked online match or skirmish	Play as the Soviets and give yourself two easy skirmish opponents. Mass-produce hammer tanks and bullfrogs (the latter are for antiair defense), set all of your tanks to using the Leech Beam, and destroy enemies with them to steal lots of different weapons.
The Knowledge	20	Capture 6 structures in a ranked online match or skirmish (Medium or greater difficulty)	Play a skirmish against a medium foe and crush their army, but leave their structures intact. (If you play as the Allies, you can freeze their production facilities with cryocopters to prevent them from rebuilding their forces.) Once they're at your mercy, send engineers to capture all of their structures, taking their construction yard last.
The Spy Who Bribed Me	20	Convert 5 enemy units with a single spy bribe in a ranked online match or skirmish	Repeat the same tactics detailed in Day of Judgment, using the Allies' cryocopters to freeze your foes' units and base defenses. Then send in a spy to bribe a bunch of them all at once.
Reign of Terror	20	Dismantle 4 enemy vehicles using the same terror drone in a ranked online match or skirmish	Play as the Soviets against an easy skirmish opponent and build up lots of terror drones. Keep them at your base, waiting for your rival to advance a tank battalion against you. Then advance your terror drones, having all but one of them disable the hostile vehicles with their Electro-Stasis Rays. Use the one that's left to infect and destroy.